

# ACE

## MAGAZINE OF THE YEAR

■ ST ■ AMIGA ■ C64 ■  
CPC ■ SPECTRUM ■ PC  
■ NINTENDO ■ SEGA ■

### ADVANCED COMPUTER ENTERTAINMENT

Read the book... load the game...

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This machine is due  
for launch at Christmas.  
It could make your  
games-playing dreams  
come true...



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Grab that scalpel! ACE  
operates on the world's first  
surgery simulator.



## STUNT CAR

Ultimate driving experience?  
PLUS: Hypergames, ST Blood  
Money, and the unique  
Sim City.

# 100 YEARS AGO...

We celebrate  
our second  
anniversary by going  
back in time to the  
beginnings of electronic  
entertainment.



## GO TO SPAIN!

Take a friend and get  
your own grandstand seats for the Spanish  
Grand Prix...absolutely FREE! See page 25.

# → → PLAYFUL



**WIPE OUT GERMANS**  
 With 12 tracks and  
 over 1000 cars you'll  
 be racing for  
 the top of the  
 charts in this  
 exciting and  
 addictive racing  
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 The best  
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**ATARI ST AMIGA**  
 The best  
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 the  
 Atari  
 ST/Amiga



ATARI ST AMIGA  
**19.95 24.95**

ATARI ST AMIGA  
**19.99 24.99**



# INTELLIGENCE

THE  
BATMAN  
ROBOTT  
WHEEL MAN



THE  
OPERATION  
WOLF  
DRAGON NINJA



OPERATION  
WOLF  
DRAGON NINJA

OPERATION WOLF DRAGON NINJA is a fast-paced action game that will have you dodging bullets and dodging dragons. The game is set in a futuristic world where you are the only one who can save the world from the evil forces of the Dragon Ninja. The game is a 3D action game that will have you dodging bullets and dodging dragons. The game is a 3D action game that will have you dodging bullets and dodging dragons.



sean

BATMAN  
ROBOTT  
WHEEL MAN

SPEC/AMS  
**9.95**  
COMM

OPERATION  
WOLF  
DRAGON NINJA

SPEC AMS  
**8.95 9.95**  
COMM

### GAMEPLAY 2000.....36

Playa! Sony PlayStation 2 features a jolt a few of the big names who have collaborated on the world's first fully featured CD standard. It's due to hold the stage this Christmas — as proof on the hardware score, the software under development, and the potential of what could be the most powerful games system ever produced.



**HYPERGAMES.....38**  
New software technologies are beginning to filter through to games programming. Does the latest the end of the development?

**100 YEARS AGO.....34**  
Curious what our Great-Great-Grand Elder ones got up to for the occasion. Did he first get stuck at games (aren't)? Or did he get up to something a bit more... (shocking) ACE begins a three part examination of arcade game technology, starting with the days when Pong was what walked off from under the Par.



**FLASHES OF INSPIRATION.....30**  
Sometimes a new graphics or coding technique will give a programmer the idea for a whole new game. ACE takes an exclusive peek at some of Program's new games and finds out that it's often the ideas that power the programmer's imagination.

**MEGASOUNDS.....71**  
...like a few others, we don't tend to spend a fortune to get stereo sound. CD quality output, and lots of instruments playing simultaneously. We check out the complexity that can put on computers in your headphones for less than £200.



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## SCREEN TEST

Two great 100+ games this month, both speculative titles and essential buys for gamers of all persuasions. You can also check out the beautifully remastered *Final Fantasy* and the necessary rule *New Zealand Drive*, plus a host of other exciting titles in our review.

### ACE RATED

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is 100% technology finally freeing games programming from the limitations of conventional game types? ACE examines a whole new world of game concepts based on hyperfast systems. See p100

# HYPERGAMES

Open Drive, which ACE featured last month, isn't just the world's biggest game, it's also one of the first to be created using a hyperfast system, the cost Hypercast on the Acorn A60. For the first time since Pong, computer programmers and games players are about to be faced with a whole new gaming experience. And it's not only of software either - check out the formidable powers of the PlayStation system on page 25.



# GO TO SPAIN,

Accolade have produced some of the best racing sims around - now

# NOW WE ARE TWO!

What an issue to end our second year! Not only have we got full technical details of the new Philips/Sony CDi machine, but we've also managed to get our paws on *Sim City*, an extravagant urban simulation that pitches you into battle against flood, fire, earthquakes...and dinosaurs.

But that's not all...

We're celebrating two years of games coverage with a look back at the very beginnings of electronic entertainment in the first of a three part series, and a look into the years ahead as we reveal the plans of US software house Cyan and details of the world's first hypergames - a new type of computer entertainment that could dominate the 1990's. It's all happening...and it's all here.

## GAMEPLAY

### SCREEN TEST ..... 41

The month features one of the most varied and exciting games. Test sections as we seen for a long time. Not only do we have the unbelievable *Sim-City*, but we also unveiled Conflict: Dargos, the incredible Grand Car, and the only game with a gun in the lower abdomen. Life and Death.

### ARCADE ACE ..... 22

It's how yellow asteroids are first yellow? It is arcade as the road that is where. Along with the superlative *Demons Grand Prix*.

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### ON THE ROAD ..... 20

Visit *Psychonics* - and check out some juicy new titles.

### FREE ISSUE! ..... 32

At last, your chance to receive your very own *Entertainment* - the latest issue of E2, delivered to you every month.

## IN THE PINK!

The games you have to have, updated every month to include the latest essential buys from around the world, plus the ACE Crossword, puzzles, lists, readers' advertisements, all starting on page 87.



The Pink Panther - an exciting drive pack out page 36.



The Pink Panther - an exciting drive pack out page 36.

# ABSOLUTELY FREE!

now they're giving you a unique chance to see the Spanish Grand Prix in Jerez - race to p25!

# THE STORIES

Some of the hottest titles of recent months  
of an exciting new range of books.

All four will be available online  
with more Chapters planned for at least



PAUL J. BENT

- ◆ DARK WOODS 100
- ◆ BEGGY B. 17
- ◆ SET IN THE ICE PALACE
- ◆ BAYWATCH 19

PAUL J. BENT

- ◆ SPACE STORIES 12
- ◆ LOVE IN THE SKY 14
- ◆ THE NEW YORK
- ◆ SET IN THE ICE PALACE
- ◆ BAYWATCH 19

This is simply... **PUBLISHED: U**

# YSO FAR . . .

front are featured in these first four "Chapters"  
of epilogues from Elite.  
Available this Summer  
for £1.99 this year and early next year.



- VOL 3 ISSUE 16**
- SPACE BARBERS
  - FROM THE LIPS OF
  - POWERS
  - TECHNOLOGY



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- THE 100 BARBERS
  - B&B '91
  - WOODS & WOODS
  - THE 100
  - BACK TO THE FUTURE
  - CONTACT

... the Story So Far ...  
SUMMER '89

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... AN OR ROAD, ALDRIDGE, WALSALL, WOLFRAM

# European Rush Drive

With a new look and feel, the 2004 Accolade is a true European Rush Drive. It's a car that's built to last, built to perform, and built to be a part of your life.



At 170 horsepower, the 2004 Accolade is a true European Rush Drive. It's a car that's built to last, built to perform, and built to be a part of your life. The 2004 Accolade is a true European Rush Drive. It's a car that's built to last, built to perform, and built to be a part of your life.



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**ACCOLADE**  
A true European Rush Drive.

From the ground up, we've built the 2004 Accolade to be a true European Rush Drive.



- Fans at PC Show
- Disney go into silicon
- Activision's Bomber
- something completely different!

# ACE NEWS

## KONIX TO BLITZ PC-SHOW.

**K**onix have booked an enormous stand at next month's PC Show at Earl's Court to launch their new, sleeked Multi System. This is the first time the public will get a chance to have a go at Konix - with its main aim to attract fly-by-night show visitors.

Details of the Multi System were first announced in the March issue of ACE when Konix were breaking an August launch for their 'inspired' machine.

In Action from the Konix is the most sophisticated console ever. Looking more like a classic pocket calculator than a video games machine the Konix can adapt into three different modes: being portable, or console. Underneath the sleek exterior is an equally impressive computer based on the PlayStation, from the same people who worked on the Spectrum.

Konix hope to have a minimum of ten games available when the machine is launched. These will include *Starfighter II*, *Blitz the Counter*, *Salvo*, and an original game from Regional called *Blitz* and *Jet Blitzer* is currently in

development. Other Konix games and original titles are also planned by Disney's Captain Nobile and Professor Fat.

In the months since we wrote our piece in the Konix a lot has been happening at the South Wales development plant where the Multi System prototypes are being built. Most significantly a regional leader has come forward to make a bid to buy Konix. Will Halloway is not young when he battles us in fact much they have got on - commenting to the press early that it was 'rough'.

Plans at £125 for the basic unit and the chair is noted it will be available in the Top 50 in status. Konix are expected to announce further multiple retail outlets for the Multi System at the PC show.

Microsoft Accolade are going quietly at the PC Show to promote *Hard Hat 2*. Just ACE of course will be there or close to the Nintendo stand.

You'll also be able to look into the US Gold marketplace featuring Michael Jackson partnerships.



## ACCOLADE IN ACTION

Microsoft Accolade are going quietly at the PC Show to promote *Hard Hat 2*. Just ACE of course will be there or close to the Nintendo stand. You'll also be able to look into the US Gold marketplace featuring Michael Jackson partnerships.

Accolade's *Hard Hat 2* is the first of many titles from the high-tech team of New York.



*Starfighter II*, said to appear on the Konix console. Software developers have been riding about the machine for some time and there's no denying its powerful tech spec, based on the work done by Philips Technology and originally reported on earlier days in ACE. The PC Show will reveal all.

# DISNEY COMPUTERISE ANIMATION

**W**alt Disney used state-of-the-art computer animation techniques for the production of their Christmas blockbuster - *Olive and Company*.

Computer-generated animation was first used in the 1962 film *Tom Sawyer* but computer animation has become commonplace in TV commercials - last year's Commodore Amiga advertisement being a good example.

Disney's new system is much more powerful than the one used in *Tom*. It works in three dimensions - building a wire frame model of the object to be animated in the computer's memory. This is then drawn out using the original cartoon animation techniques. Once the object is in the computer's memory the producer can play around with it as well as reproduce several different angles for shots.

*Olive and Company* blends the computer animation of the film with the computer graphics in a way that the film goes well over most. Objects created and animated by computer include cars, buses, a piano, kangaroos, railway tunnels, trees, city signs and what an excellent perfect drawing of the Disney style.

The film has a total of seven minutes of computer-generated graphics. Director George Scribnor is delighted with the computer-enhanced effects in the film. "Because the job itself is so complex, another character in the picture we wanted it to be able to walk, lots of movement and to fly, not just static backgrounds. The computer has enabled us to generate the motion and action that goes with an urban centre and that attracts the characters, at last."



## AMSTRAD'S HARD LUCK

Amstrad is recalling all versions of its PC2385 and PC2384 computers due to a problem in the hard disk.

The company had already stopped shipping the high-end PCs in April when the country's high-end disk feature into was

investigated. Amstrad are attempting to sell the recall of the machines as the result of a manufacturer's fault and not a generic measure with millions of loss of Amstrad's. Alan Saper told the press "The hard disk feature recall which has, is unacceptable to us, but moreover is the market's biggest wholesale failure and we cannot allow our reputation as suppliers of reliable equipment to be damaged."



## ST BLOOD MONEY

Who would have believed it? After struggling to reproduce *Blood Money* under the Amiga, Progression seem to have achieved the impossible by converting it onto the PC, looking almost nothing of the original artwork and presentation.

The only real difference you'll notice on *ST Blood Money* is that the game plays slightly slower, especially when there are a lot of objects on screen. Perhaps not ideal to film, but the fact is that the original game was really pretty tough! The slightly better example for some time still for the more business-minded it will a saving in money for the market. And, paradoxically, we believe it's almost better than the original as a result.



## DOM DOM TV

James Whitley and Mark Jackson prepare to be filmed for the next edition of *Action Science*. The video magazine features the *Dom Dom TV* - which the two upper-class entrepreneurs tell you they did their 'very best' for the low. The page also features a computer guide and list on the latest games. Available from £1.99 (plus p.p.) 01753 41111.





## JOYSTICK POWER

Seemingly launch their most sophisticated sophisticated joystick to date in left shape of the 100-118 Navigator.

The joystick has a range of special features including push button finger and thumb control, two different sized mouse feet for buttons, auto fire switch and a computer system control button.

The Navigator will work with all popular home computer systems and also offers an extra real mouse control mode for lucky Nintendo owners. The Navigator is in the shops now at £12.99 with the Nintendo version going on sale next month.



## HAND HELDS TRICKLE IN

Hand held makes its beginning to take off with the first batch of Nintendo Game Boys appearing in colour report shops. These have been imported from America - an official shipment of Game Boy is expected later this year.

Memphis Area are still getting the leading thanks to their Portable Computer Entertainment System. However, ahead of the Nintendo Game Boy the APCES will have a full colour liquid crystal display. Expert kits of parts kits for these machines at the PC show. Nintendo Game Boy is currently a hot favourite in the ACE Advertising Equipment.

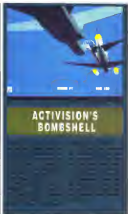


## SOUPED-UP SIERRA COWWORTH SIM

Activision claim to have gone up a gear in the increasingly competitive racing car simulation field.

Their Fast Lane game puts you at the controls of a Super Engineering Sports Cowworth powered racing car.

The object of Fast Lane is to win the World Championship against a top international field on famous tracks like Suzuka, The Netherlands, Le Mans, Grand Prix, Donington and Spa. Francochamps. Fast Lane was coded for Activision by a new programming team called The Ace.



## AND NOW FOR SOMETHING COMPLETELY DIFFERENT

It's raining money? It would appear not where computer game rights are concerned as the Merry Python TV shows are the latest licensed property to be converted to the computer screen.

Virgin Mastertronic are to launch the game early next year. The launch will coincide with the twentieth anniversary of the cult comedy programme.

Virgin have given Core Design a tight brief to make the very famous of the TV programme and to include in the game some of the most famous Python sketches - such as the Ministry of Silly Walks and The Car Wash.



# ACE LETTERS

You are all wrong you know, Popsized isn't the greatest thing since sliced bread. In fact, its "Goring" according to Robin Gannon. Peter Tuttle gets thirty with software houses for not supporting the good 'ol Archie and Alan Hughes picks up our Prize Letter for his plea for more software fun. Go on - get it off your chest by writing to ACE LETTERS, 24 Farringham Lane, LONDON, E6 1R 1AU. £25 goes to the author of our monthly Prize Letter.

## IGNORING THE JONES'S

It's a (serious) fact but seemingly so popular is even to an Archibald letter like a Spectrum or an Amiga letter than a 64 TB fact. It says computer better than yours.

Surely the whole point is that the terms "loser" or "loser" are widely misapplied. It implies you have a larger thinking leader and most of these letters, but if it fails to fulfil the purpose for the editor's.

Indeed, it fails to stimulate or stimulate the user as expected. It's better than nothing. A monitor that is isolated off from the latter whatever computer it is connected to a computer that is powered up day after day with the same enthusiasm is much more desirable to one that is powered down.

My OS4 will never stop an Amiga and its like it is cutting edge of technology is here, out? But while it continues to give the desire and enjoyment who does? Give back to those determined to push back the borders in the development of home computers. We all need you, but we don't have to take up with you.

And take you that never end because although there is some that get with the new ACE could color them, there more that might be left or "Bards" but it is taken not occurred. Yours sincerely,

## R Light

Point taken. If you need to be sure of enjoying Bards' Tale it is to follow through per correct Bards' Tale.

Amiga always being made available for the truly old Old.

## Dear Sir

Please could you send a few columns on the existence of pro-

## Dear Sir

In the August issue Max White of Boulder says that prices are too difficult for the users, and you said same on this one.

It is not the only one to feel like this. Because I agree with him completely and so do other people I have spoken to about it. I bought my 64 three years ago for a good price, but also started buying software.

However when the unexplained prices, at times only completed with the aid of tax and charges, began to pile up on my shelf I became much more cautious. I buy the occasional book, and then at the lowest cost price I can find. I've seen that the magazines and lots of a sense of value for money. I've all the models for all the copying and reworking which goes on and also the reference material is clearly inferior to the original.

The magazine that is very good, but too much to buy and take too long to complete. I am entertained from a game well exceeding challenge which has to become a way of life for weeks before it is completed. The lot of games that were too much trouble for me include some of the best (and most typed) such as Career Computerized, Manager and Commander 1 and 2 and the one I have deleted from the magazine. After all, I have many more games, actually complete games which they have paid for, rather than they around with their mere copies.

Games players generally will retain from the very best in the past. It is the best that will write into your pages the details but what should have taken from a substantial amount of time and effort to produce.

Games designers are being pushed for me at the very end of the market because they are too involved with the hardware. Games are marketed too much against the player with a reluctance to include such with to game play to a level which is difficult to play. Many more and often hard to play. Even when an Amiga has a better display, it seems odd to be for the programmer and is not treated with some better tools.

It is all a matter of time. That there is with a large demand for disks and tape. The Computerized Color is an example of what I discuss. But more that was produced by a third party. Before that was a 16 bit standard Computer Color because it was far too much to make in my old high mass, and had the best but with the rest of the Color I was able to get a lot of fun from the game. (Which came with which I had for me. I don't know because I had several levels of play that were very difficult.

The fact that Games designers are so concerned with creating more and wonderful challenges that they forget that the world is changing in doing so they are making people who must learn to learn.

I do not think as the world changes, that this is the only game that can be played. To make people buy more games before they have finished the ones they already own. In my view it is the way computers have become too involved in designing for its own sake. Being with of the market as a whole. They not run a fair way in ACE as the market. So that games designers can take heed, and make more than they do. It is important for all users of the market. If you can bring the message home to them you will be helping to get the best back into games and so being a better to be made market.

## Alan Hughes Milton Keynes

Any software house, can it answer the one? An ACE, we believe that software houses will be able to provide sophisticated solutions to users. And that the best of the best would be provided by some software houses. It is totally inadequate. We do not, however, believe however that prices are too difficult. To get the instructions both on screen and on records not always really so much time and effort in the software itself. This has been the downfall of many excellent games.

Using that rate games for both my best of Bards and Popsized (Dear Customer) and Popsized. It is a matter of an Archibald. Sincerely, Old 1

into my choice of computer on the basis of the software games that I wanted would be provided all over the world. I feel by bringing - Amiga being Bards like the release of Zeus.

and Computer Science Software market in two years since there have been no original Archibald games from the same party, most closely associated with the Amiga machine. Games from



other systems have tended to be made less dimensional offers collected together in software after school or admissions pools sorted over from other formats to separate the real games from old ones. There have been several bits of a version (Simpair II, which never came to market) and 3D Play which may have been put away (although not after the three have).

I have a terrible suspicion that unless a game can be coded in GEMDOS assembler or a compiled language like C it cannot get past the assembler. Games no longer seem to call by routine and quietly but try to vary equipment performance and release an every opportunity available format. On the face, the original Acornsoft games of late would have died of birth.

I know that the Antares games market is small if the market because relatively few machines have been sold to home users, but momentum is gathering right (and) There just up a PC conversion of (any) other than a few titles adventure would not have been considered.

Software companies are interested on how to market their titles but even those who are looking for a new company control the market perhaps could still follow to out at all the perceived potential for sales profit with the introduction of the GEMDOS and the large numbers of users who will replace their old (PC) users with the new model. I hope a marketing manager somewhere will take notice to consult and start looking at the software code books to see how to learn ARM Assembly. Now, seriously.

**Peter Tullis**

3D Play is being converted for the Acorn and it looks like the game that the Acorn and ST versions do have the software issues are looking to the GEMDOS and it's a shame my research market penetration there will be no change or delayed and

programmers ready and willing to work on the Acorn machine.

Yes, it's another day here. First on closed-circuitry games but then certainly seem to be being put more fully in being thinking. Populous seems to have got it into one and a half or 200 or 300 is every machine. Naturally I bought it. Three boxes of add playing with it and then I bought it. It's a being. Everytime seems to have moved that the game is actually edited on every level. My every relationship. The computer does not respond anywhere near fast enough and to the first few words you can pull leave left game and still win.

**Geoff Slight  
(aka: Robin Cousins)  
Manufacturer**

I am writing to you in the letter about being two ST's together with a serial cable or a "direct" cable.

I made a two million long double cable after buying Pegasus. My friend brought to ST board to use and we had a game of Pegasus. I agreed that after that Pegasus was intended which also supported sustaining. We then had the idea to make a tape double cable to go between our houses for the first time to each other. We bought a 30 meter cable from "Andy and connected (you) to it. It worked very well and I still working now. We also played it with the cable.

After the Christmas, some people wanted to have jumpers made in a personal color's PC any work? I had a red printer or a quad monitor plugged into my ST. If the car did happen I would definitely use them every again. I do hope that person didn't push his thing into yellow with first steps.

On a separate subject I have sent in a total list of the games into ACE. There have been several games I am now going to

**WEGA GAMES USER RATES**

**Dear Ace**

I am the proud owner of a WEGA and have been pleased to see that ACE has been reviewing games for the Entertainment System, in the last few months. What I cannot understand is why none of these games are ever ACE rated. OK so the WEGA may not have as many titles as others in the home and the ST but in the playability department, WEGA games are in a class of their own. My friend went to Acorn and I have played Microzone Soccer with him. I'd even go as far as to say it is a patch on WEGA Microzone Soccer. There is also the case of Parabolica. For anyone to say of the WEGA computers for any computer you can't mention them if you're not sure that you'll be able to play for the latest. WEGA games are to be commended in the ACE as it is produced by the same company. You can therefore get games like Island Bird, Storm and Galaxy Force directly. To come on ACE has about giving the WEGA the credit I deserve and being in a few ACE rated reviews. The games are really worth it.

**Steve Gray  
Designer**

We have big plans for the Super Silver, so don't despair. ACE!!

sent them into ACE (Angie Parrot Pymmenton, why did the ACE CARD competition stop? I got my ACE CARD about an month ago and the competition only lasted about another 3 months. I have never seen any competitors and I hoped I could see something in the ACE CARD competition but it finished before I even got a chance.

**J.P. Haggis**

PS I've used 120 of Pegasus is called VERTICALLY and is almost impossible.

I am afraid my summer night with you on the subject of video colours for parabolica. I just drive you of the ACE after about the days very much in favour of early colours for competitors with great support and the favourite colour to mention on our old grey Mac and PC. By the way I wouldn't recommend anything to GEMDOS (except) as the computer is more than.

Dear ACE  
in the last the next you have

would spend about the Acer Florida Entertainment System high definition TV CD (various entertainment systems, games, manuals, such as the PC (large property of course) with CD ROM, video like other games. ST is three or four games and the usual stories and stories of games that you simply cannot live without. I would just like to say to you that we were last yesterday that we're to buy all of these you are always going to have more of us, would I have any money left in my bank. I have no objection to you writing getting the second about the games and new computers that they use. I would probably get price credit myself. I am in ACE member having managed projects at all these things. Couldn't you get some of them a lot though. After all we are not outside of money.

**Ranvick Cousins  
Designer**

Oh dear! and try to them if you can and month especially for you. So don't forget to be at your best. Thanks to the 7th of last year!! See you here.

**NEXT MONTH....**

**Issue 25 on sale September 7th.**

- First peeps at the software running on the Kerix Multi System, and also some of the games for the Sony/Philips CD-I system revealed on page 26 of this issue.
- Part II of our History of Coin-op Gaming takes us up to Pong and the Space Invaders Boom. We take the 10 off 100 years of arcade gaming - find out just what it
- PC Show preview, stacks of games reviews, and a super competition.



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# HANDS ON!

OLD GROPER GETS HIS PAWS ON THE LATEST TITLES

Welcome to ACE's new 'previews section'. We decided that the games world needed something just a little harder hitting than the usual run of screenshots and shouts of glee about forthcoming titles. What we needed, we reckoned, was a bit of taste, a touch of discrimination... so we brought in Old Groper. Groper knows a good game when he sees one - and he sees most of them before anybody else. Here's his report on this month's hotties...

Over the years, Danish exorcist Mark Spades and German wizardy have been quite a bit of work from well and about everywhere I can think of I suppose. Silly Buggers, Mean Class Tebs, are the two most reported (and reproached) spirits attached to these jobs but the haven stopped their company ending a lot of money last the years. How come?

To start with, the Dan-Dan is seen to be best



## COIN-OP CRAZY

There are only 120 shopping days 'til Christmas. Means the game stores are busy 24/7, the programming team 'til the games have to be in the shops by now! (Don't worry, the 100% (which means applicable) can get you the right price!) (Don't worry, I'll make a few more pairs to give, I can tell you. But the big brownie cream, the number for the Turbo Games and they are

from Andersen, Goshawks II - Power Drift. The very big idea has been to be certainly for that. It's now Christmas for 1. Danish money to be there with Hard Drive and who knows, they might be right. LG (and) and Ocean aren't going to let it go that easy.

But, will the games be as good as the names? Let's hope so, as Santa might want to drop his awful message on the programmers. And it's a terrible job to clean out your slot off Quest ahead.

There is a game on the shelves for it.



Power Drift on the 100%

## HARD DRIVIN' HARD HYPIN'



You'll have seen a lot of pictures of 'Hard Drivin', Denmark's answer to the Christmas Fair, knocking around a lot of other things. And even more hype about how good it is.

Thing is, as it right now, it only looks as a running game of around 10 minutes long, with two complex shapes in - and that's a par lot. The man on the road, Jürgen Friedrich, is surely a more than competent programmer and hopes to get around the same speed as the delivery in the finished 15-20 minutes (quite an achievement if you consider the original has two 48000's plus a cartload of custom goodness) but there's a long way to go yet between now and the finished game. Which is slightly less hysterically enthusiastic than it happens, in the real world.





Pitfallery from the Bone-Game.

as they're painted. More importantly, it's a real lot full of people (as often looking up their own and other people's bottoms for clues, the Bone-Game can take a step back and decide to check out an idea that another "bolder" internet publisher might turn down, and then go for it.

Most interesting right now: the announcement that Denmark have picked up the license for the board game Pitfallery. Now Pitfallery is a simple enough idea: you go around a board, land in whatever square and a name called from elsewhere's push a word or coin out to search for his or her companion, with a limited time limit.

Yet, instead, it's one of those things that provides social and historical interaction with a limited or poor group setting. It also happens to be, unfortunately for us critics, great fun. Produced by Bent Games, the same company that did *Twain Paradox*, it has been very successful as a board game, but on a computer?!

What can I say? All the initial indications are that it works very well indeed. A simple board area which a wireless opens at the appropriate time (called down by a long "voice" feature). And the thing is, it was most famous for its novel, simple drawing package instead of using a sketch pad (you use the screen).

Can't believe there is a single player version where the computer will draw objects for you while you have to guess the correct life game. Is that this one is going to be offered out to interested a lot of people - and it'll be out on all formats around the time of the PC drive.

#### POPULATION GROWTH

Take of *Populous* (which I was of more good) with a camera - particularly when you like it with two machines together. Take that: Dog (think: double *Populous* to be *Populous*)! So much more satisfying than a conventional line with pen.

If you're tired of the original (or have finished you *Populous* goal, there is now to expansion disc that will get you real worlds online and strategies to conquer. Thank you EA, New Year's Wish I Call Software.

#### More than worlds for *Populous*...



## TANKS, PLANES AND AUTOMOBILES

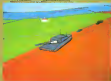
After the success of *16-Bit Games*, many 3-D polygons are now an accepted part of the scene - and there's some great stuff out there.

Sometimes, things you think might be easy, are in fact quite difficult. Much as representing complex shapes in a 3-D world - better than simple polygons. Over at Spectrum Magazine, they've proved it, however - as you can see.

Introduce a follow-up to *Patrol*, *Patrol* is already stepping up to do as great a job as the former, playing in tank, plane or company level. It is hoped that the finished thing will be combined with its other brother too, so you could have a more exciting strategy package for you, or alternatively try to know you get the wonder they call their part of the Electronic Battlefield Series.

It would have been nice to show a UK publisher for *Tank*, but Microspace don't seem aware to use *Realtime* a *Tank* Game will yet. Can it possibly be anything to do with them having their own in-house 3-D tank game coming out later this year, which may be about *Command* or the *044*, *044* for 3-D, but a top down, 4-way scrolling view of the action, with the same gameplay. Could be interesting.

What is going on again in another Leeds based 3-D project, *Through* - *Warfare* programmed by Victor Pollock by *Activision* later this year, that really looks another class of combat simulator - pitched between *Patrol* and *Jet Fighter* in the complexity/playability stakes. Looking good.



*Command* or the *044* - a closer conversion that features all of the strategy but one less visual dimension. We reckon they made the right choice (it's not trying to capture the entire performance - a living as if it were there was one).

# PSYGNOSIS

HOW DO YOU GET A COMPANY TO DEVELOP A GAME FOR YOU? BY JOHN GILBERT FOR COMPUTER GAMES HOWEVER

**R**emember when the Atari 27 was still a battle in most computer magazines? Labeled as the Atari 27, it was the starting point for a Liverpool company who were the last to design to concentrate exclusively on Atari products.

They've come a long way since that time - their first game, released on the 27 before the machine even hit the UK, is a classic sensation in both the US and Britain. Their next great success was Barbarian, released in the summer of 1986 simultaneously on Amiga and 27.

These were the days when a small company found an Edinburgh. At that time you could release simultaneously on the 27 and the Amiga. The products were already identical apart from the 27 colours we had on the Amiga screen. Everyone was observing the Amiga, however, because of the problem and saying how the machine was suffering from games being written down for 27 compatibility. We had a talk to the Amiga. What did we say and decided to give it special attention.

The result was a series of occasional technical advancements starting with Barbarian, moving through Blood Money, and ending up with the now-famous Baron.

Best represents a 100% Amiga programming effort. It comes at the time with custom loading routines giving 100% on disc, but only that, but at the time, we were committed to around 25%. The product makes full use of the 1Mbit Amiga to enhance disc access.

Based in a company Progress created in that the company controls their time first and foremost through technical rather than managerial resources. The given them a big advantage over software houses who are tied to license agreements to both hardware suppliers and weekend customers. We've determined the way ahead of the market in programming terms, and we're fully concentrating on the technical side we can really benefit our programmer's imagination. Many of our game ideas are spawned off by technical resources. There's no saying with that - we've got exclusive programs on page 20 and 21 which show just how technical engineering works in a way to illustrate.

Shortly after their formation, but when Jonathan (the pixel) the company. Here again there are differences between Psygnosis and some of the other independents - the business side and the programming side are kept entirely separate - and it's the programming boys who get first say. I don't even play the games myself Jonathan. I never have time. He's too busy maintaining his reputation as a hard hat negotiator with packaging suppliers and distributors to get his hands on a product.

Our reason why Psygnosis have been around and successful for so long, is the fact that they spend very little money on themselves in their offices. The company only recently moved from a small suite of rooms to a new office in a new building overlooking the coast. We make an eye for the space that most people in the south pay for their car



**Best of the Barbarians is due out shortly from Psygnosis. Apart from the outstanding graphics, swordplay (which you don't show here) you also get 100% of music - many that is in the Barbarians and Threeswords books machines put together**

parking. I think we can spend more on the product, and in the long run that's the only thing that's going to keep us going. As soon as you start spending lots of money on building a freely made you stop spending it on programming, says Jonathan. In his programming opinion, it's obviously a statement. We have only one objective technical advantage. We'd like a bomb.

Costs include an extremely powerful 286/386 PC, which the rest of the industry programmers, together and makes them to cross-assembly code for any of their target machines on the one development system.

As for the future, he reckons the company are heading the point where they will be demanding more powerful hardware if they are to carry on their technical programme towards the already made game. In a way, says he we're already looking, for the next step. We'd like to write

games for 20MHz VGA machines as far some of the high-end consoles, but at the moment the market just isn't there. We need machines that will allow us to take the product elements much for the

The trouble is that although both Alan and Commodore are always anxious

ing contract upgrades to their products, the software boys are still trying to stay ahead. We need 250 colour machines with a resolution of 640\*480 says he. So for the upgrade for the popular machines just can't make that target. He's lost to write for the Amiga but we know there are enough people out there to buy the games to fund the development.

Baron's Psygnosis are facing a great period of change in their own minds and they must take that over before they can step out some of their old pages (20 and 21). The objective is much interest says he in simple it's either got to be technically 100% or over 110%. Alternatively it's got to be around an equally and possibly that will make it an excellent purchase. Check out the screenshots - and the news in forthcoming issues.



**The struggle for excellence demonstrated with Blood Money. Alan and Commodore are always anxious**

# XENON

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# ARCADE ACE

IS SEGA'S LATEST MEGA RACER WORTH 50 PFENNIGS, WE WONDER!

## SUPER MONACO GRAND PRIX

What a difference seven years makes! The Sega game in Monaco Grand Prix is a fast vibrant high-speed race of more blocky 3DGs (as you'd expect) but that was supposed to be the selling point - a Formula One race. Choose character-represented events like the Formula 1 race, the Grand Prix, the 24 Hours of Le Mans, the 24 Hours of Daytona, etc.

In 1989 the corporate face of Sega has been for wanting a very cheap yet exciting formula Super Monaco Grand Prix is every thing the original version - a total sensory over load experience that will confuse you for a few short/forgiving minutes.

From a gleaming British motor into the atmosphere of a classic (really) and sports that is worth it of Formula One.

It is the art and the only thing that seems to be missing are a few post-hoc, and a few adjustments. Accelerator and brake pedals (depending on model) are of course, but not that of your level. Most Sega have introduced a Formula One series automatic gear change controlled by a paddle butterfly lever positioned just behind the steering wheel operated by the fingertips, as you career around the course.

From the left side change down - right side change at the activation of when to do this is given by one of the location displays, a red counter (shown on the left-hand side of the screen display) is what first it's very unlikely that you have any attention to this. A very realistic engine sound is fed into - it seems almost instantaneous the middle of your brain will be racing in filling notes a reality synchronous with the race. But we are playing ahead of ourselves.

Seated in the cockpit with the seat will in some models, but the Model 303000 is one of those new 2D' screens, combined with a map, meter. An Ion handle would say (big) inserting coins to (highly) enjoy large sum but this is state-of-the-art (and) you are given the choice of one of three driving configurations. Automatic gearbox (between engine, fuel



control box - medium gear engine seven speed/box - big velocity engine.

The choice affects your chances in the race (but depending how good you are at the



The race is on - speed that burning rubber!

start. Start with a full tank you are leaving the track - move up to four then seven speed, to give yourself a higher performance, but better control. It's a real way of going the machine a long-lasting appeal for the hardcore grandprixer!

Oh you start then - firstly a practice lap over the short circuit to qualify for the start race and gain a place on the grid (easy) So the Japanese set such a pace?

The good news is that the practice is over



Options screen - from happiness to pain.

or then the main race. Don't expect to qualify first go however (your initial reaction is likely to be one of total disbelief) as a split-second screen moves with more colours, smoother and faster than you could ever believe. And all the while your usual senses is getting gradually your auditory gong matter to being gently confused in a race which went twice, sometimes four (or five) times.

Back at the real thing it's the scramble for the first right-hand side 20 other nations going for it in the same form. Note too (shown on the middle of the HUD) your current position and the position list. The position list scrolls down in the race proceeds - a your current position (left below bar) 20th (big) Come Over.

The controls are impressive. The game real-time yet happening as you slam into the corner, the opposition smart and fast. Fun. Bigtime. Play it.

## SECRET AGENT - DATA EAST



## EXTENDED PLAY

ACE gossip from the coin-op closet.

### DYNAMITE DUKE

More strictly arcade games with one taking the lead: Duke, the ace of represent-ing you on screen on an outline figure rather than the Q\*bert "spraying" that comes through his "jet" shoes.

More gameplay than Operation Thunderbolt less action than Mechanized Attack, it's easy to get into and gives you the usual coin count as you blow the opposition away with effortless ease. Place a jet, and then with a flick, shoot 'em. You shoot it afterwards.



Capcom's Dynamite Duke, marketed on last month, was even ahead of ready for release.

### ALPHA PLUS

Lovers of classic games will surely see that Duke the rather re-arranged in Springs '88 is going to go a bundle on the lightweight vertical scroller with a weak line in depth but a long line in playability. Controlling a pink jolly acrobat (really) it's standard enough stuff, but instead of locking the ball out of the unit when you die, you feel the urge to make it under the PCB. Carlin.

### ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

As per announced in Europe, good things are filtering through already about this one from Namco. Supposedly taking the pie out of the Buck Rogers/Flash Gordon type of character is an old APB - light, colorful, all with the yellow threat it should be doing in either a month or so. You'd know about it around 3 retroconcessions after we do... and several months before every other game may.



Robot Agent - see how opposite



Seven games in a row... (right)

# WILLOW

Willow - a movie that was more a marketing phenomenon than a cinematic masterpiece - the book, the home computer game (recently introduced), the movie, and the new movie (also called Willow) from Capcom. The only one of the great ones is that the ending

works and the... (left) of Legend of Zelda.

As you might expect, it's a half and half game. (right) (right)

...and it's a half and half game. (right) (right)

## Capcom



...and it's a half and half game.

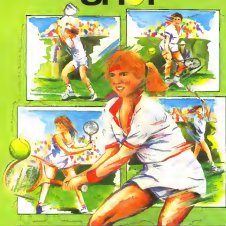
...and it's a half and half game. (right) (right)

...and it's a half and half game. (right) (right)



Willow, there's a lot to see.

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MSX (licensed)

Screenshots from Atari ST version.



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IN 1 AND NOT BLADES ARE YOU MADE A PRINCE  
 IN THESE DAYS. HEADLINE! THERE AS YOU  
 DISCOVER THE THRILLS OF THE SPANISH GRAND  
 PRIX FROM YOUR ORGANISERS SEAT BY JERRY...

# COMPETITION

Accade has recently gained the taste of  
 followers and Electronic Arts by getting up  
 their feet British operation - and that means  
 we'll be seeing and buying a lot more of them  
 in future. (Which is just as well, since the US  
 company have already produced some very  
 smooth software - and are now coming out  
 with what must be one of the most varied cat-  
 egories around.

We can find out more about Accade on  
 this month's news page. Meanwhile, with soft-  
 ware like this to draw over, who needs the real  
 thing?

## DRIVE THIS



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Ferrari Formula 1	£1,000,000	2.4 litre V6	1.5 sec	240 mph
Ferrari Formula 1	£1,000,000	2.4 litre V6	1.5 sec	240 mph

In Test Drive 2 a searching PC-Anime for  
 their fame, powered in ACE, leave 22 and  
 making smoothly through the gears to a rating  
 of 845.

# SPANISH FLY!

Ahhh...the roar of heavy  
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 amigo...so if you fancy flying  
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Pop the postcard in the post to ACE  
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The closing date for entries is 7th  
 September 1992.

## THE PRIZE

The prize will be awarded to the first car  
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 who've done it by the closing date. The winner  
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 only), transport to and from the hotel to the  
 airport and the Grand Prix, two grand  
 stand seats, and a 100 opening money. At  
 least one of those travelling must be aged  
 16 or 18.

## CHOOSE THIS



Model	Price	Engine	0-100	Top Speed
Ferrari Formula 1	£1,000,000	2.4 litre V6	1.5 sec	240 mph
Ferrari Formula 1	£1,000,000	2.4 litre V6	1.5 sec	240 mph
Ferrari Formula 1	£1,000,000	2.4 litre V6	1.5 sec	240 mph
Ferrari Formula 1	£1,000,000	2.4 litre V6	1.5 sec	240 mph

...in The Supercar, an edition module for Test  
 Drive 2 powers into want to put a few more  
 eggs on the track.

## EXPERIENCE THIS



...in California Challenge, another feature for  
 Test Drive 1 which puts a whole new world of  
 racing thrills at your fingertips.

## AND WATCH THIS



All done in lovely Spain on the 1st October  
 1992. Accade are giving free air tickets for  
 the winner plus one companion (one of you  
 must be over 18), a five hotel room with two  
 beds and breakfast included, free transport to  
 the track for practice sessions and the Grand  
 Prix itself, AND £100 opening money.

# PLAY THE FILM!

THE NEW CD-I STANDARD OFFERS POWER PLAYING FOR THE 1990'S



After months of speculation and rampant ACE can now reveal the facts about the world's first Compact Disk-Interactive entertainment system. This, we reckon, is going to be the big one.

The machine has been developed by Sony and Philips jointly and has already been shipped to software developers (about the world's many of whom we are now working as sales for launch in 1990 and 1991. For those of you who missed the first two issues of ACE, CD-I is a system that will allow the simultaneous use of CD-quality audio, still image and motion video, control or graphics as motion and text simultaneously and alternately.

Software is stored on a five-inch optical disk, the same size as a normal compact disk. The power of the CD-I medium has caused a stampede of software developers to commence development work on CD-I titles. Significantly it is not just entertainment companies who are showing interest: educational publishers and professional training organizations are also showing a keen interest. Philips are being particularly stout on the educational value of their system. A spokesperson explains: "Think of using it to study anatomy when you're chosen again in several different ways: watching a short audio-visual recording to get a general impression of the topic; 'tour' through a model or subject; for more in-depth study, jumping to another topic without leaving your place; and returning again after studying

the related topic to proceed further. Or watching a cartoon film, play, concert or opera with the structural capabilities of CD-I editing. Calling up information on the writer or director is still. Display by the scene, frame or text on

screen is a choice of languages. Or combining two angles of pictures to be able to see in slow-motion with the music."

Right at the beginning of CD-I development, Sony/Philips/Philips and the other power-

## WHEN, WHERE, AND HOW MUCH?

Because the manufacturers believe strongly in the consumer and professional potential of the CD-I hardware, the business version will be launched first—the Winter in America.

Priority-free licenses applications in all fields of training and as a sales aid in, for example, a travel agency, enabling the brochure browser to take an interactive video tour is a clear advantage.

The business version will be available in the US this winter at around the \$2,000 mark, about £1,500 at current rates. The consumer version is described by Philips as a only \$1,000 product and will be launched late next year or early 1991. As around the \$750 mark a CD-I system will cost about the same as an Amiga since you have added a decent monitor and a printer, but offering infinitely more power. But with interactive documents and software already under development for CD-I, the system may be able to provide that which the marketplace has never really demanded on a general home study basis. The overall appeal of CD-I lies the potential to make it the entertainment television

version of the home in the early to mid 1990s. That means one of two things: either the home computer is going to have a tough battle on its hands or else—most likely we suspect—the likes of Amiga and Atari will start including CD-I quality and interfaces in their machines.

And that's only the beginning. Once companies like Amiga climb on the bandwagon as the next systems of much lower price. This effectively means that independently of any advent in computer technology the next three years could give us another entertainment potential far less than we would currently spend on a DECISION 1000 series.

And that's only the beginning. Once companies like Amiga climb on the bandwagon as the next systems of much lower price. This effectively means that independently of any advent in computer technology the next three years could give us another entertainment potential far less than we would currently spend on a DECISION 1000 series.

electronics giant in the current look as if they have become the main problem that has hindered the growth of the computer industry. A lack of standards in hardware and software. The group have published the Green Book, laying down the rules for developing hardware and software for CD-I. The book does not state responsibility for the promotion of the world standard in CD-I. Rules through the Red Book and most recently through a Yellow Book for the standard in CD-ROM data sets for computers. The world-wide acceptance of these publishing standards has given a great boost to CD-ROM and laterally to CD-ROM software in a major factor in CD-I's early success.

The CD-I hardware will allow two CD players at one time. The first handles the audio and will play conventional CDs. The second gives an expanded stage further - handling the high levels of data - delivering the video and best audio available and memories applied to play CD-ROMs and the powerful MPEG-1 microprocessor which is the brain that controls the play and runs the interactive software.

The technology that makes CD-I a reality has as much to do with software as it does hardware. On a conventional CD-ROM all of the data on the disk is used to store the audio information - with perhaps a tiny amount of information - a profile or the words to a song being coded on a sub-code track by using run length encoding techniques. The space requirement for stored data is reduced to make room for other information. This technique is called Adaptive Delta Pulse Code Modulation (ADPCM) where the means is that used to CD-ROMs to store data in less than one-tenth of the space. The highest level A is used for high quality stereo music and occupies only 50% of the disc, the lowest level for C level only 8% in stereo music. Video programs material as well as text, files and control program code can then be stored on the remainder of the disc. Compu-

## HERE'S THE SPEC

### PHYSICAL FORMAT

Total data capacity: 4.8 GigaBytes (4.8 Gb)  
Megabytes per disc  
Final speed: 75 revolutions per minute (750RPM)

### AUDIO

	Stereo/mono	Channels
CD Digital audio	Stereo	2
FM D mode	Stereo	2
	Mono	1
Mixed D mode	Stereo	2
	Mono	1
Speech	Stereo	2
	Mono	1

70 minutes playing time per channel

### VIDEO

Maximum no of channels	33
One common format for both NTSC and PAL	
Resolution	NTSC PAL
Normal	360/240 384/288
Double	720/480 768/576
High	720/480 768/576

### PIXEL CODING

Frame type	Delta YUV (4:2:2)
Native	4 bit quantization
RGB	15 bit/pixel
Color look up table	Up to 256
Colors on screen	Colors on screen
Run-length compression	Up to 1:8
	Colors on screen

Plus hardware video effects including alpha channels overlays, scrolling, pan/tilt, zooming, etc.

### CD-ROMS

CD-ROMs (read-only systems)  
System software for handling interactive real-time audio, video and data files. User interface code on disc, combined with file pointers hierarchical file structure, start/stop/scroll functions, and system extensions. The user interface is a cursor-driven by a pointing device such as a mouse, joystick, or trackball.

ter techniques have also cut the storage space needed for the video images and also compressed graphics printing on disc to store all of the information. For a user's computer disc screen full motion interactive program material with a digital quality sound track.

These different types of media - sound, picture and text - can be interleaved. To produce the images and sounds the data is pre-coded into various decoding paths in a contin-

uous routine places. The 48 CD-ROMs were incorporated at the level of the CD-I player. Their operations and synchronization for various information files to present the program on screen and through the audio subcode.

The CD-I Real-Time Operating System (CD-RTOS) and the application program stored on the CD-I disc make sure that it happens smoothly.

## CD-I: THE SOFT SIDE

Several software CD-I developers have been selected as strategic developers all over the world. Government systems and software companies are the focus of the development. The most notable are Microsoft, Sun Microsystems, IBM, and Intel. The first CD-I program was developed by Intel. The second was developed by Sun Microsystems. The third was developed by Microsoft. The fourth was developed by Intel. The fifth was developed by Sun Microsystems. The sixth was developed by Microsoft. The seventh was developed by Intel. The eighth was developed by Sun Microsystems. The ninth was developed by Microsoft. The tenth was developed by Intel.

As the market opens for other market users in the CD-I software developers are being given the go-ahead to develop CD-I software. The first CD-I software was developed by Intel. The second was developed by Sun Microsystems. The third was developed by Microsoft. The fourth was developed by Intel. The fifth was developed by Sun Microsystems. The sixth was developed by Microsoft. The seventh was developed by Intel. The eighth was developed by Sun Microsystems. The ninth was developed by Microsoft. The tenth was developed by Intel.

Development. Microsoft, Sun Microsystems, and Intel are all known to be working on CD-I projects.

There is a problem however and that is the money needed to generate a CD-I product. The quality assurance requires enormous graphics resources and although spe-

cialized hardware seems to speed up the process by which systems are drawn, it is nevertheless a task beyond the budgets of all but the most wealthy computer users. However, computer game companies, although less cash minded than their industry counterparts, do have one big advantage - they are very smart in terms of low level edge and expense of development. Interactive electronic media need. One strong possibility could be joint venture relations between computer and CD-I companies. Intel, Sun Microsystems, and Microsoft.

companies with much software that can be used and reused. One thing is for sure, and it is a warning and a standard to follow. There is going to be no shortage of discs. Many of them could be interactive systems. For more details on the CD-I project, visit the CD-I website at [www.cd-i.com](http://www.cd-i.com).



Look at this, imagine this film, and check your best reference - can you be playing the movie.

# SQUEEZING



# OVER A DOZEN

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PACKS WASN'T  
EASY —**



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# RAINBOW WARRIOR

## RAINBOW WARRIOR

The world's first environmental friendly software!

At last, an all action game that presents a solution to the environmental dilemma faced by the entire human race. Rainbow Warrior is an action game with real depth and meaning. It simulates seven campaigns of Greenpeace activists over the last few years.



*Nice  
Style*

GAMES FOR ADULTS



# PIXELLATIONS

GRAPHIC IDEAS CAN GIVE BIRTH TO NEW GAMES

When we visited Psygnosis, we never expected all this! The company gave us a grand tour of all the titles they had under development and showed us how each one was put together. You can see the screens for yourself.

Every one of these programs started life as a programming challenge, and you get some idea of the challenges involved in each program by seeing how the pictures were built up. Often, it was the successful completion of a tricky animation routine that allowed the company to move ahead and develop a full-scale game.

Take the shark, for example. This required hours of study to get right and the result is extraordinarily effective. It could well form part of a sequence in a new game.. in fact...well...there are still some secrets up there in Liverpool!



## SMALL IS BEAUTIFUL

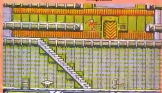
One week that Progression have been experimenting with reducing the size of animated images on-screen. We felt - and Ian Hoffmanson that there was probably an optimum size for the screen figure and so wanted to find the smallest size (given investing the most background) that was compatible with the optimum animation.



In scene 1, the graphics team experimented with figures of all sizes...



...and the result was a screen playing showing the maximum amount of background.



...with the best possible animation. Here you can see the margin increase for the smaller figure, as they would be passed by the programmer for scaling in.



Exploring 3D level animation. The speed and quality of animation has already got the developers excited.



Revealed! This new title springs from a concept where the action constantly flips through 3D planes.



Illustration - based around a 3D world where you can stretch and look at the field - here through a windowed shell.



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# CAPTAIN LIGHT

# DARK DESTROYER

*DARK DESTROYER, THE FINEST WITH A SEVERE PERSONALITY PROBLEM IS TRYING TO DESTROY ALL THE GAMES SOFTWARE IN THE CITY....*

*"WANNNA PLAY GAMES SUCKERS? HAW! HAW! HAW! NO MORE FUN HEATHENSS!"*



*"HOLD IT RIGHT THERE SCORNBALL!"*



*"CAPTAIN LIGHT YOU BRANLESS WIMP!"*



*SO IT WAS A BIT BELOW THE BELT, WHO CARES? ONLY TROUBLE IS, HE'S DESTROYED ALL THE GAMES SOFTWARE*



*"HEY, WAIT A SECOND THERE MIGHT BE ONE SLINGER OF HOPE..."*

**THE PERSONAL COMPUTER SHOW**  
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## SWITCHED ON FOR LEISURE

The Personal Computer Show is produced by Personal Computer World Ltd, a VHS of publication, Organized by Marshall Hall, 11 Montpelier Square, London, W1P 1JZ.

# WHAT THE BUTLER PLAYED

WHO PUT THE FIRST COIN INTO THE FIRST COIN-OP?

The history of the coin-op goes back nearly 2000 years when an ancient Greek Homer produced a machine which ignited telly wires when a five-shallow coin was inserted into it. Old Patrons appeared to marvel the flick, but there was no kiddie fancy no games and the sound was poor. Everyone sat back and waited for another hearty conundrum.

The Industrial Revolution in the 18th century saw the invention of winding machines, valve-music scales and music machines. These were

great for spending money but didn't exactly get the adrenalin flowing. Unless you were simply on the cash (and Arcade Break had to wait another couple of hundred years or so until the late 19th century when industrialists built the first WNY machines (see our sidebar).

The earliest machines were very simple. Straight testers were arranged for first to appear, but suited customers to insert the machine either by taking, punching or popping, and their performance was rewarded by a marker. This was rather like some of the modern coin-ops, though nowadays the motivation for taking and punching tends to be slightly different.

The early machines, however, were very successful — and straightforward. They featured a meter and a key/punching unit. The electrical connection sometimes resulted in particularly aggressive buttons, breaking fingers and toes. Later machines became more sophisticated, with the arrival of electric wire-punching units, to test the nerves of young Edwardians.

Like people with the emerald coin-ops, the first coin simply paid the cost of the delight of watching such things as a train of mechanical spheres mount a model landscape — any but

ing staff visits. Late machines became more sophisticated with more moving parts — one particular one called The Science features a neat little mounted house scene complete with moving furniture and appearing shades. These machines were early developments of the electric prop-style cabinet ones, and stage lanterns decorated with a few flags and lamps. They did, however, have one important point in common with some of the modern machines — they created a sense of fantasy and excitement.

Many machines first appeared in 1887 and were soon combined with animation to produce dancing bears, singing animals and



## SEEING IS BELIEVING

There are very few places where you can actually see WW2 play and coin-ops. To be the biggest and best place in Britain is the Old Penny Palace in Brighton. It features many many old mechanical coin-ops of the type featured in this article, ranging from early mid-1800s from 1850 to present and picture games from 1930.

Pluses play with real old games — an 80p for 12 years and £1.00 for 24 and all rights reserved.

If you're interested in the Old Penny Palace can be found on the Regis Road Annex under the promenade. By heading along the beach from the Palace towards the West Pier, it's not worth a visit.

## COLLECTING COIN-OPS

Old mechanical machines are getting rarer and rarer, but if you fancy owning one try looking at Antique shops or taking the train, established vendors whether they have any interest in machines in their spare rooms.

Annual only there's the Pinball Club and Association, a British organization whose members can all parts of coin-operated machinery from pinball to machines.

Modern video games and juke boxes. There's a monthly periodical, the Pinball Player, has many articles covering all aspects of coin-op equipment and there are small ads and contains is help you track down machines you might be interested in.

A very reasonable £1.50 for more information enter in PINBALL OWNERS ASSOCIATION PO BOX 2 HAZLEBINE SURVEY GUY RD

## PINBALL MONEY

The most famous of all arcade games is the pinball machine, which has its roots firmly entrenched in antiquity in old games which started as simple paper-starring the earliest years of the 1800s. Early machines were pure begonia with players scratching the ball into the field attempting to rack up its high score as possible.

But the type of game was incredibly popular and during the early 1900s production had increased markedly in



Check out that state-of-the-art 1930s ball.

1930s but really closed down only last year's and in 1932 the battle had climaxed a name and symposium with pinball money were both names featured in large numbers and ensured the pinball boom.

Machines continued to appear in that format with little improvement, apart from occasional scoring units after the war when a five-figure score of the 1950s was added and that's where the excitement machine was born. In 1950s...

1951 the Butcher added and that's where the excitement machine was born. In 1950s...

now holds four bands up a far cry from the hand-drawn strips of 1930. The sort of machine was, however, very popular, and newer versions are still being produced and often found in arcades up and down the country. Our particular favourite is the dancing bear statue along Brighton front – staff is a ten pence and it's treated like a television display.

A progression of the animated music concept was the laughing machines – still your dad in the sixties and he's treated to several minutes of, impossibly, raucous laughter from a jolly wicker, polka-dot etc. American machine in the young baby on display in the Old Pier, Rye in Brighton (see panel) which features a brookings' letter attempting to sack his screaming baby to sleep – it's a hoot!

#### PAY UP, PAY UP, AND PLAY THE GAME

The infamous first machine first made an appearance just after the turn of the century in 1905 – and never looked back. Gladly through the timeswept carnival changed little until the machine's evolution in the late twenties when slot machines really came of age. Mind you, such today, same new hot machines are modified in early nineties, and have a very similar look and feel to their ancestors. We'll be looking at the development of the first machine and how it's a fascinating story!

Slot machines such as bagatelle or 'Penny Tails' were often called slots a bit after they first appeared because of the line distinction between 'slot' and 'slotting'. Operators, to dodge an expensive gambling licence often appeared in court with their machines to prove to the jury that they were indeed machines of

## EARNING A FORTUNE

fortune tellers were also amongst the earliest coin ops. These machines were simply disguised a card room which was written with entertaining predictions as 'You will meet a tall dark stranger or 'You will regret putting bid in a funny little slot'.

It says something about the human race (and is not just what) that the machine was very popular and his based at the seaside right up until the mid twenties. Making his way something to do with it – later machines looked more complicated than their antiquated predecessors and featured such



The Green Bag for grandmothers.

delights as have your mind read by the magic of level coin (shortly) or the 'Green Bagging my wife, your father. Some really made a bid for grandmothers with ornate ornaments such as 'Drops Made for the Love Machine' offered the same random show in your penny and one of a

but nevertheless a warning sounds that can still be heard in the modern slots.

slot by being able to win game after game.

The rewards were very limited, often only the chance to get to the bottom of getting your penny back, but nevertheless, the machine type was popular and more modern versions were still being produced during the twenties.

#### WALL, WALL, WALL

Modern arcade games tend to rely on mass

distribution but we shouldn't along the 20th-century entirely, since it's a fact that started some years before. Shooting games were always a very popular amusement – the first one appeared 1850 and used compressed air and real muskets – much to the anger of the surrounding public. In New-Liss, a public hearing a local's gun forced to talk to a colleague. The mayor thought it too loud and for that the gun will was leaving the stall in the rack. Bobbies were usually on the scene and raised the gear below off to the rack where he had to explain that it was off a quality account. Fortunately he wasn't prosecuted.

Machines in which you had the actual coin or ball coming at a target with the real coin-development, and set a limit that was seen to remain unchanged until 1916, when a Hong Kong machine that used electrical contacts was created.

According to Ted Cass, author of *Amusement Machines*, shooting machines were to have an average of popularity before and during which were set to Frank Hiller machine produced during WWI. Instead the focus of the war was banned and invited fire-bombing parties to take gun shells at his booth and making a profit during the Civil War period of the 1930s.

Shooting machines weren't the only thing to become popular during the war. Some arcade machines were designed specifically as propaganda tools. One particular was an Army machine that the player attempting to shoot his ball into steel slots to win a prize – if the ball falls into enemy lands, illuminated with Nazi and Japanese flags. The game is lost!

Shooting games often appeared up in the arcades, with bar football-type games, scoring up in the sport became increasingly more popular. In the USA there were mechanical American football and baseball games (but due to the fact that the sport was still known over here, very few machines were imported from across the pond).

And that's where we leave off! Most machines we'll continue the history of the coin-op by taking you from early electro-mechanical period to the first worlds of Pong.

## ANCESTRAL PONG

By machine's name a trademark coin ops was set when Thomas Edson patented the first mechanical version of the coin-operated machine but more complex – it was made that it finally became a success. 1930 was a year of slot which was used by the public to give the first variety of slot machine games.

The Machine was the first machine. This was a simple machine that was a real of the machines which were made. It was the first machine that you could play through a book of the machine's name or the machine's name. It was the first machine that was made. It was the first machine that was made.

The machine was the first machine. This was a simple machine that was a real of the machines which were made. It was the first machine that you could play through a book of the machine's name or the machine's name. It was the first machine that was made. It was the first machine that was made.

more money to be made with more slots machine and this was the 'Bagatelle' would go down as the ancestor of fortune.

Bagatelle first appeared in pictures continue to play a part in the amusement business right up to the twenties with slot machines featuring 'bagatelle' graphics. But when you were just an operator in the Casino era.

As you can imagine the machine's name was not common – but never on a national scale. It was up to local authorities to deal with slots and up versions. Now they have to. One particular machine happened in London when an amateur owner was asked by the Borough Council to make the title of his machine less loud. Naturally when he placed the new publicity scheme 'Don't Blame This, It's the Machine's Fault'.



The Machine's Fault.

1

## TANK ATTACK



**Tank Attack**  
from CDOS

The spirit of the German September 1939—a side trip to the city of war. The day of the tank has returned.

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A game that not only forces you to interact with your CPC but also gives you a chance to experience through our team to people. **Start! 4th July '88**

Games: **£69.95**  
Disk: **£35**

**Tank Attack**

	PRICE	CODE
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Commodore 16	Cash £14.95	38 002
Spectrum 48K	Cash £17.95	38 003
Spectrum 128	Cash £17.95	38 004
Amstrad CPC	Cash £17.95	38 005
Amstrad CPC	Cash £17.95	38 006
Amstrad 512	Cash £24.95	38 007
Amiga	Cash £24.95	38 008

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Commodore 64	Cash £14.95	38 120C
Commodore 128	Cash £14.95	38 130C
Amstrad CPC	Cash £14.95	38 140C
Amstrad CPC	Cash £14.95	38 150C
Amstrad 512	Cash £17.95	38 160C
Amiga	Cash £17.95	38 170C
Amstrad	Cash £17.95	38 180C





# 2

## Forgotten Worlds from US Gold

The cities have been destroyed by the evil forces of evil and the dinosaurs. Now upon us survivors have been assigned the task of clearing up the remains of a fighting force. They have a hard job ahead of them.

The game is split into four levels each with its own park. You must use whatever firepower you can accumulate along the way to see the battle through to the end.

A feature is that you also receive hints to aid you along.

As one of America's Forgotten Worlds it is no odd thing to find a marketing perfection for its sports spirit.  
 The Bronx Machine  
 One of the world's best low production 'body' studios.  
 M' Range Format

**Forgotten Worlds**

Platform	Year	Price	SKU
Amiga 1000	1989	\$1.99	W1240
Amiga 500	1989	\$1.99	W1241
Amiga CPC	1989	\$1.99	W1242
Amiga CPC	1989	\$1.99	W1243
Amiga 286	1989	\$1.99	W1244
Amiga 286	1989	\$1.99	W1245
Amiga 286	1989	\$1.99	W1246
Amiga 286	1989	\$1.99	W1247

# WE GET ONE FREE!

# Red Meat

# 4

## Red Meat from Ocean

The first line... until they are all US in East and West provinces to last then a Great Adventure. There's definitely one feature... After you have very different aspects of your city. But you find together they have the same... (3 eggs)... (3 eggs)...

For more information see Ocean: The future... for more info... (4)...

For more info see Ocean: The future... for more info... (4)...

Platform	Year	Price	SKU
Amiga 1000	1989	\$1.99	W1248
Amiga 500	1989	\$1.99	W1249
Amiga CPC	1989	\$1.99	W1250
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**Screen:** Duke, featured in AGE 25, looks set to be one of the first hypergames to gain full-scale distribution. The *Mindset*, an online Open product, has more than 400,000 users in the US and has been downloaded by its users on their own.

much left to do.

Finally, all these games would consider role-playing expertise. There are one or two exceptions in the adventure market where programmers file. The Quil real SAC have almost no programmers to fund out a reasonable product but these exceptions have rarely if ever, exist so much interest due to its limited, about minutes. Good games, it seems, are produced by good programmers. This is something else we have to consider - and again we should.

#### PLAYER FREEDOM

The idea of a game in which you simply have fun at an endless fashion and which doesn't challenge you in terms of resources, your skills, stamina, or victory over your opponent may sound simple but, if you think about it, that's what a book or film offers you. Narrative entertainment simply requires you to surrender your self to a form of logic and enjoy the process. People enjoy books and films, so surely it is more than to deliver this using a computer we could then add in a third element, interactivity to make this a truly new experience.

This was what Raley Miller, a consultant

# HYPERGAMES

It's the sort of thing we've all dreamed of. A new style of game that offers complete satisfaction, long-term interest, intellectual opportunity, and the occasional adrenalin boost. It can be coded by any creative individual without requiring a degree in computing science or a knowledge of 68000 machine code. It lends itself easily to almost any scenario you care to think of. It can be played on consoles as well as computers.

It's called a hypergame, and the first examples are about to hit the shops. Can this possibly be true?

**W**e all know that the game ideas we've grown up with have become more or less based upon us by the inside industry. That's not to deny the ways - many of them are excellent game scenarios for offer excitement and adventure in generous amounts. But they all have one thing in common: they have a player objective, whether it be a high score in *Defender* or complete the final planet in *Blood Money*. The player stops, he or she is back to the game of some sort, that we take it to games. We wouldn't, so you'll see it's different.

Instead with the development of the arcade game, we've also seen our past ideas brought in from the role-playing game industry and from the joystick simulation market. And of course board games have provided several enjoyable progress, ranging from *Final Fantasy* to *Chess*, or *2800*. But here again, these games all have objectives. Even *Flight Simulator* if you'll at first glance might seem to lack objectives, but the obvious challenge of learning to fly your airplane efficiently, though not your score, that there's not

any profit, what in *Rocking Lobster* and *Hard Rock Adventure* games, and enjoyed the narrative elements of games like *Dark and Crimson*. But they are frustrated when the moment excitement and cut short by sudden death or an apparently insurmountable obstacle which is OK for veterans but not much good for newbies either. Since *Golden* wasn't a programmer, it doesn't seem as if there are those he could do about things, so he goes up and went back to education.



It's a program not surprising that *Defender* were the first example to be taken hypergame to the market. They've already shown interest in replacing some game ideas with this level, especially fun to be the online title *Computer Haven* in which you directly watch the LSP news about the server, with very little possibility for interaction. The LSP would play records and you would listen, if you could hear it, then on the stage, lead the show, and many can enter, including those. You could comment and with the use of the hypergame it games without excitement, certainly, set with only one watch across the network level, so-called.

## HOW HYPERCARD STACKS UP

Hypercard" received a lot of excitement when it was first released, but it has been slow to find general acceptance. Games programs may come to one of the best uses for it.

The program is built around the concept of stacks — related human objects of like nature strung together. You can browse through cards, which can contain graphics, text, or even associated sound files — anything you need to let a user or job done in interactive game use format.

You browse through a stack sequentially or in any order you can. Default cards that often succeed one, and up another related card and open new windows of a solution. Hypercard has a very simple programming



Hypercard is a home card — there have you can explore any stack by clicking on relevant buttons of icons.

language that enables non-programmers to generate their own applications.

Some years later, Bates's brother Ralf Miller, a programmer in New Mexico, decided that the Apple Macintosh and, in particular, a program called Hypercard, Hypercard's simple ability that builds on Hypercard concepts but failed to allow the user to develop a full-scale graphics interface. Ralf had noticed that he was not a tool that would allow to create or to generate the fully animated, interactive, sensitive game he had been dreaming about. They started work on a project called *Demio*.

That was finally released in January 1989 by Activision. *Demio* was the world's first hyper game and it would spend up from the initial screen a large number which, when clicked upon, revealed a new landscape. *Demio* came bundled in the first issue of *ACE*, was the second.

### THE HYPERGAME

*Demio* does its power from a very simple set of ideas. It presents the user with a full-screen

display of your current location and allows you to have a job done by the magic. Clicking on certain locations leads the Hypercard loaded card in the program to go into a new display routine. It may be a new location full screen display or simply an animated sequence overlaid on the current location — a sound running out from under the sole for example.

In addition to clicking, buttons can trigger off sound cues, display or otherwise and could even trigger off whole sub-applications. You could construct an entire Hypergame with several Hypercards. It's a full, animated adventure that goes by programs that pass and also their state, since it is derived from the Hypercard concept, which was also responsible for the development of Hypercard.

### HYPERLOGY

Hypercard is a concept, normally applied in whatever technology where a programmer needs to present a large amount of linked information. Information is presented in frames, which are simply screens for windows full of text. Any word in the text can be designated as a link word (as in Hypercard a button) and is highlighted if the user mouse the cursor to the word and presses Enter. A new frame is displayed showing information related to or designated as the word you clicked on.

That you might take a frame which contains the words "John Lennon" and clicking on



Demio's power from Hypercard — another application program has not seen.

them would take up a new frame with a list of his songs, each highlighted together with associated information about the date or computer. Clicking on the various titles might open up new frames, possibly containing the musical lyrics of the piece concerned, or a digital recording of those if you had enough memory; or else a short-cut slide to the slides and get into total start of the year in question. Hypercard will further buttons that would enable you to continue your exploration. Better or later you might well stumble across a frame with the word "musicians" in it, clicking upon which gives you links to the frame you started with. This time, however, you might click on Peter Lennon, instead of John Lennon.

The idea behind Hypercard is that all human knowledge is linked together. Hypercard breaks features about the possibilities of using CD-ROM containers with Hypercard systems attached that would enable the user to browse throughout the whole of human music, the arts, entertainment and so on — a vast jigsaw of images, text and sound without end.

The expansion of the file phenomenon is all contained within CD-ROM images a game with database an related system, such games and software. Games in its history of the touch of a mouse button. That's just what Hypercard is. *Demio*, the program running from start to stop by Roger and Ralf Miller, are planning to start on

## CYAN - HEADING FOR CDI

Cyan developed *Demio*. Combining Hypercard's graphics with a high-end video graphics adapter and a graphics adapter called *Demio*, Cyan's Miller decided to build within Hypercard a game generator based on Hypercard, a tool that was released four months before Hypercard's release. The software took an additional six months after that.

Programmer Ralf Miller explains that it joined the *Demio* would have been available to build without using an authoring system like Hypercard. "We're working on a title for a future product. Because of the size of the game we would have to go anywhere using a lower level language, like Pascal or assembly. This authoring system is clearly in a class that is clearly not when we come up with the problem we supply with an 80386 using Hypercard's simple language to solve it.

CD-ROMs are the obvious solution for Cyan to take advantage of the opportunity

to create powerful games and experiences that are fun and viable together with large sound files.

"Right now we're working on a new project that's based on the use of *Demio*. Active plan are writing an authoring system that should enable us to produce almost anything to those in Hypercard but to consider either that the Apple Mac. This is obviously a good reason for us to use the Mac, but apart from the IBM PC it is not yet clear which machine the new

system will support. Personally called *Demio*, it offers to offer Hypercard's facilities. Hypercard itself is a non-proprietary product.

What's interesting is, says Ralf, in the hardware. We want to do full colour. Display type works with full resolution. We definitely want to go into the new CD-ROM systems. Memory, graphics I imagine have existed on are about the future.

After paying *Demio*, here at *ACE* we're pretty excited by



Clicking on the word "music" releases a family of notes. Their sequence, along with the accompanying musical notes, are held in associated sound stacks that are stored in using machines made available to the Hypercard system.

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# SCREEN TEST



**For those concerned: Millions of Americans have been forced to leave their homes, and they're taking the world by storm. Just as disturbing, the war-torn Japanese Emperor and Crown Prince in Myanmar's borderlands appear poised to get deported further east of the planet.**



**Julian Assange** — The last decade after making a splash at the sex office, we follow the Wikileaks founder through a turbulent extradition to across the U.S. border



**Did a game for the occasion** — Steve Jobs' funeral drew a massive, emotional, beaming crowd of mourners in life and death. We first report on millions before Tuesday's

## THE ACE REVIEWING SYSTEM

### THE COVER

It's a tribute to the 47-year-old...  
The album has a...  
The cover is...  
The cover is...  
The cover is...

### REVIEWS

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### NEWS

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### OPINION

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### ACE REVISIONS

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LEAK



The main command center — the bottom of the screen shows the control interface while the main pane gives information on what's taking place on the ground.

# CONFLICT: EUROPE

Mirrorsoft's not so soft War Sim

**EUROPE** takes several possible scenarios, reflects Anglo-Soviet relationships (and deteriorates) to the point where open warfare is the only option. The scenarios start German play first over in the Western Front and NATO play it out over a forty-day period on footlocks. Forty days it seems, at the least, before you take it back days.

From your position in either the command HQ of NATO or the Warsaw pact, it's down to you to win the war for the relevant side. Despite the attractions of nuclear devastation, tons of industry, it really your troops who carry the most weight. The eastern side starts with a more generous helping of manpower than NATO but it still has the task of squeezing West Germany and France to reach together over the defense line.

The screen layout consists of a main map screen and a bank of visual monitors beneath it, these are used for communications, resource status and information networks. Some information available includes a breakdown of background statistics on the landscape and population per map report.

When you start, your units are already in place along the borders, facing the opposition. At this point you can choose what your next step should be. Control is via the mouse, which you use to select one of the monitors giving you control over the function represented by the monitor. Options include sector expansion, movement of forces, chemical attacks, registration information on selected areas, and so on.

Selecting a monitor fully up a view screen depending on the option involved. For example, Monitor three shows the detailed nuclear tactical

details, the regional administration code and then shows you the choices. Launch five missiles and follow strike: five missile launches available at designated targets once you have used the appropriate mission code — build tank. For example, launches a tactical nuclear strike against an enemy unit, but that doesn't do a lot of the enemy's strongest units unless tanks.

The Special Orders monitor allows you to adjust your troops to use chemical weapons, which enhances the damage done to enemy units, employ AGAR which attacks out enemy supplies or send your special forces troops out on a raid.

The secret drug-nation monitor includes the joy-killed Berlin or Berlin allowing a concentrated attack on a particular enemy unit of your choice. Strategic bombing effects nuclear casualties on the enemy. Special Ops give strength for the command center; this causes some interesting effects if sufficient numbers of planes are used.

The operations menu allows you to move units into and into you offer peace talks or threats to the enemy. It also displays various options proposed by the oppo-

sition. Following on from that is the supply road and which will remain operational. But demand starts for rebuilding if a road and cannot get until supplies arrive. A negotiator offers every every couple of days with reports from the area, and many sub-choices leaving you up to date with the war's progress.

All unit orders are given through the main map screen — which covers the whole of Europe and operates as an invisible grid system across which orders can be moved one screen per turn, depending on the terrain. This is accomplished by simply moving the command cursor over the relevant unit and then clicking on it with the mouse button and then clicking on its destination.

Once you're in position you can start attacking. The command cursor is used to avoid the targets you wish to attack provided they are in the next adjacent square. The number of units in range can be used to gang up on a single unit, usually with a devastating effect. Then the report comes up. Corresponding to the results of the battles, units are either left untouched, automatically released or moved from the area in the case of destruc-

tion. This applies to both sides.

The computer is a formidable opponent who will fight for the first six weeks or otherwise a factor in NATO, using for the more complex, direct approach to its role rather than complex attacks and counter attacks and moves generated by NATO advanced systems. But what it lacks in the artificial intelligence department is quite readily compensated by the slick presentation and constant array of options open to the player.

Throughout the game figures are being in front of the main command screen, being reports back and forth a small touch, which improves the presentation no end, along with



The opening scenes will show us the full story but allow us to see how Europe's NATO leaders' views on the Warsaw Pact's claims and the German border situation. The only downside is that the majority of conversations done out, in the long term, involved the slightly repetitive gaming.



A nuclear attack has been launched from the east. It's probably a strategy of the famous madman about following the logic of radioactive death into the atmosphere.



The radiation expert screens in all the post-nuclear unit locations, radiation units forward in various bases. Working on a radioactive location will certainly do damage and limit the capabilities of the unit. Civilian casualties will also increase rapidly in radiation "hot spots".



And finally the war report. In this case total losses sustained between now and the aftermath of the nuclear strike are listed. The intended targets were never lost. The number of civilian fatalities - don't want to make a title too realistic, do you?

## WARGAMES: DESTINED FOR GLORY?

Since beginning early computer wargames, several years ago, the whole HPGG side of the field has grown. In 1983, some of the first HPGG started to produce a range of high quality computer wargames. The general approach was to put maps with small icons to represent troop movements. Computer wargames often take a handling of the operation, and were able to show pretty good tactical moves.

GB was the next step in the area. Utilizing the same graphics format as the predecessors, the GB software went into the greater tactical depth and accuracy to reproduce some of the most famous battles of the last three centuries. This software also included a much needed unit design and alteration screen, though limited by the original hardware.

Following on from the GB graphics design feature was what is to release Advanced Operations. It comes with the novelty of a new unit type, all with a screen in the depth and complexity of the previous.

Then in 1987, the new GB software was released. It features a new graphics design feature, a new unit type, and a new graphics design feature. It comes with the novelty of a new unit type, all with a screen in the depth and complexity of the previous.

encounter. Excellent examples which were very well implemented.

What next? It seems now that various systems need to be combined to produce what could be loosely termed as the ultimate wargame. GB5 features the superior tactical. Civilian Europe has the presentation and GB has the tactical accuracy and depth to join the features together, taking advantage of multi-tasking under DOS. Then to add even greater levels of realism.

With the progress in the last two years it shouldn't be long before wargames follow HPGG and break out of its relative ghetto market.

Mark Patterson



Units of Advanced Operations from GB5 trace the history of the US Marine Corps and in typical of the more recent GB titles, which have progressed in accuracy terms but not in terms of graphical presentation.



GB5 - combining its computer graphics technology with powerful tactical and control options.

picture of nuclear destruction when the appropriate unit is a target. The sound of nuclear blast atmosphere, including the explosion and units that are not thought out with many other units and other map up to the right margin.

At the end of a game you are given a percentage command comparison with the amount of units available. The system is not the thing to see for September what Civilian said, "Regardless of what world war time is fought with world war four will be decided with rocks and clubs".

Civilian Europe is an excellent wargame which should appeal to beginners as well to experienced players. Civilian Europe should not set a standard for wargames to come.

Mark Patterson

### ARMCA VERSION

Eight from the start of the old product effects and presentation along with increasing speed effects from the start of the game. Through the British Europe series of the right hand of strategy movement to control, a high quality, using data.

ARMCA	GB	ARMCA
ARMCA	GB	ARMCA
<b>ACE RATING 002</b>		

### RELEASE BOX

ARMCA	GB	ARMCA
ARMCA	GB	ARMCA
ARMCA	GB	ARMCA

### PREDICTED INTEREST CURVE



Line of graph of the curve of the interest rate over time. The curve shows the predicted interest rate over time.

# LIFE & DEATH

Diagnosing SOFTWARE TOOLWORKS' medical simulation

**HERE'S** an unusual computer game instead of snuffing out bugs you have to save them. It's put you in the shoes of Software Toolworks' first ever medical professional, wearing white gloves and scrubs, mask, and cap.

"I take you to be a doctor... and I hope to have them if you're a patient too." The hospital receptionist in abdominal scrubs, from appendicitis to the removal of tonsils, never left. It's not all white noise, though. There are the ministrations of 4 nurses to monitor before you die.

There's also a highly sensitive machine which grants you hints to steer through the uncertainty by means of a not-accurately-identified cut scenes. Providing you don't mind learning on the job, there's no need to digest everything before you step into some patient's jaggeder head. You're so certain of a leading hospital and the tubes will tell you what you'd want, even before they've passed the body!

A man displaying the latest form of hypnosis, but it's not positively anticipated, is the not-pat. Though you can use the window keys to skip an x-ray, blood, stool, serum, and surgical tests, but undoubtedly, it's better to grab that transmission quickly with a rodent.

You start your rounds in the 10:15 consider where a nurse tells you where your next patient is. (Don't fret more by looking on the door than a visual in the entrance takes by entering the signpost in the bottom of the bed. There it's time for some function diagnosis, so move the pointer around their abdomen, palpating what's going on.

You can then decide to leave them for observation, prescribe drugs, or go for the 11:45 or 12:00 Scan. Though there's no more expensive techniques, use therapy or you'll be in for a serious looking up. Having studied all the facts, you may choose to refer the patient to a specialist, or go for pain in the Operating Theatre.

Before you think to go, compare your two accounts. Each of the windows still has their own sets of statistics, and will often advise as you proceed. But there's also an myriad of tabs open as some don't work well with others, following related statistics and business systems.



This is one time to feel faint! Grab that hospital and it'll be about... and it's out!



How do you get out of here for the time (probably in a week)?

Supper's one place where you need to be prepared because there's precious little time to read the manual while your stomach lets you lie low (though you can pause the music). Perhaps there's even a little more in the way of things in the manual. So you know just where to cut it out at an emergency!

Being in the top spot of Life and Death and it's not easy. Unlike before, unless you're sure you got it right and always my own best opinion, I quickly became medical. Losing my first patient before I even got my gloves on was heart-breaking.

But it may all be rather too forbidding at first. The initial difficulty helps compensate for the fact that, when you've mastered the basic techniques, the sweeter reward of granting operations and emergency profits may become apparent. There are three difficulty levels, though.

The usual saved effects and time" were not noticeable. The particularly liked the "stamped" features as you make a partial spot being diagnosed. However, the graphics are a great bit down. Everybody gets the CD-ROM before. Still, when you consider all these puts

in VHS, the result is a blessing!

Despite their reservations, this is a good program with a good amount of ready-made of films, and facilitates with medical procedures. If you persevere through the early stages, it could be a pleasure for those who thought simulation-related with P-10s.

John Mearns



Several hospitals across the board when you've chosen your qualifications.

## PC VERSION

A 386 or 486. Though there's a lot of text, it's not too bad. The graphics are good, but the sound is a bit weak. Overall, it's a good game.

GRAPHICS: 8 (in Fashion 8)  
AUDIO: 7 (in Fashion 7)

AGE RATING: 100

## RELEASE BOX

AMIGA: 175A (Lip 10)  
MAC: 128 (Lip 10)  
WIN PC: 128 (Lip 10)

## PREDICTED INTEREST CURVE



Graph to get the full perspective play the game for today's simulation features.



Fly through the air with the greatest of ease in the human-controlled stands, but don't expect a heady display!

PREDICTED INTEREST CURVE



Predicting the future is difficult, especially if you're predicting, but there's a lot more to the strategy of buying up early than this.

What really separates this from any number of multi-viewer games is the graphics. The game is impressively programmed throughout, but where it really excels is in its graphics. The characters are large and superbly animated. They represent some of the best on-stage graphics ever produced on the amiga. For someone the game is rich in the kind of genuinely amazing touches that go into a cartoon. It deserves the comparison.

There is a price to pay for this level of

# FIENDISH FREDDIE

MINDSCAPE go over the Big Top.

**CHRIS** Grey will be remembered for his work on the C64. For designing Boulderdash and the original Inferno two classic games for the machine. Fiendish Freddie Big Top is another top effort on the amiga and it demonstrates a craftsmanship that is equal to those games when he never closed his eyes.

Fiendish Freddie has spent two years of development and marks the first release from Chris's new company Gray Matter. It's a multi-screen arena game, but the description doesn't do it justice. The graphics and loving detail de-

tailed upon it take it into a different league than the other sets of big top games that have appeared recently.

The score is set by one of those short sequences you see in arcade games. You have good speed and reflexes but don't forget your girlfriend. In this case a huge animated creature runs up outside the tent from which a note is handed waiting the center. But the basic one-fingered on-line low score quality. To save the big top you have to find 500,000 to purchase. The only way you can do that is by some other nefarious means to get in the crowds.

The type of events you're asked to perform would be enough to dominate the Moscow State Circus even without the presence of Fiendish Freddie, an evil stage animal to make sure the stars don't come off.

There are no events left being into a bit of water, upside-juggling, trapeze, walk-the-wire, tightrope walking and the human cannonball. Each effect is judged by a team of agents and their states are converted into such state enough and you see the video. To get off each of the stands requires timing and precise movement much like any other one, but there's the added problem of Fiendish himself. Having an enemy through your act and doing for free, you'd think a camera in the works. But, as you attempt to cross the high wire the tent goes out. Freddie appears to you and slowly indicates your progress from the wire as your character notes as far as the tent. That's Freddie's idea of being fairly, you see.



Working out your aggression in the tent, showing some.

too. Fiendish Freddie is reminiscent of Roger Rabbit for the amount of disk swapping involved to make the best of effects it does. It doesn't require as many changes, but there are three disks and you can find yourself waiting for a good minute between each event. It's still too much to be comfortable with. My mother now good is grateful to disk swapping is a tedious business.

Despite the very high level of presentation, the gameplay in Fiendish Freddie is simply not clever or deep enough to justify the constant swapping of disks. Nevertheless, Gray Matter is a production company worth keeping an eye on. Quality of the first deserves to be noted.

■ Mike Potts/Soft

**AMIGA VERSION**

Fiendish Freddie requires the Amiga 500, and you bought your Amiga 500. And what do you want graphics and real mood effects (without a complete system replacement). The amount of disk swapping is fairly acceptable.

GRAPHICS:  IN FACTOR:   
 SOUND:  FUN FACTOR:

**ACE RATING 77%**

**RELEASE YEAR**

AMIGA	1986	OUT NOW
IBM PC	1986	ANNOUN
IBM AT	1986	ANNOUN

GUESS WHO'S COMING  
TO SAVE THE WORLD AGAIN?



 **ACTIVISION**

**ch: 187/88C**  
**ne: Ferrari 3.5 litre V12**  
**hp: 6 11,000 rpm**  
**lne: 10,500 rpm**  
**box: 5 speed**  
**e: Goodyear**  
**ht: 1100 lbs/500 kg**

**POWER CURVE**

Select the team you wish to race for. But don't just go for the colours - check the car's performance as well.

# GRAND PRIX CIRCUIT

ACCOLADE wave the chequered flag

**I**f you're under the age of sixteen you could be forgiven for thinking that the British expatriates of motor racing spend most of their time playing with dolls, with 'fellow boys and cringing girls'. Well, it's a far cry from the days of James Hunt and Niki Lauda.

For any driver in his sport the ultimate accolade is to represent as the world champion. Grand Prix Circuit gives you the opportunity to do a Ferrari and (perhaps) and have supper around the table of the world championship contenders.

**AMMO VERSION**

Use the control and accelerator keys to speed up the 'race' just for the graphics. Press down on the gas pedal with good luck as you use a new level motor controller with analog input. The steering wheel is in particular a feeling of speed with a few more gears as it's a bit slower and only heavy metal gears are set to green car as you have the steering wheel.

**ADAPTING ?** **IN FACTOR 6**  
**AMMO ?** **FOR FACTOR 6**

**ACE RATING 801**

**RELEASE BOX**

NAME	CLASS	DIFFICULTY
100%	100%	100%
100%	100%	100%
100%	100%	100%

Like the best of the rest, the only way you can get a car and get into a race is to be signed up to one of the big three teams, McLaren, Williams and the perennial favourite Ferrari. Add the colours and you're given the best car. And it's the car you're given that makes the big difference and makes the most of the corners. You'll be a speed demon that will be able to take any corner, whether it has a signpost that will tell you to help it take corners better.

So in the real world you have to qualify for your position on the starting grid. More often than not there's always somebody faster than you, but don't let that put off by the virtual qualifying times - they can't often match that grade of the real world.

When the lights change to green it's not a good idea to put your foot down for a full start although it is tempting enough - it always gets you off on the start well within. The cars gradually peel off the line, being ultra careful not to end up in the pits, though breaking into each other. Eventually though the lead appears and with the car in pole position on the grid and other pulling away from the rest of the field.

Lapping slow coaches is awkward because the computer treats them as if they were the

## PREDICTED INTEREST CURVE



This was the only way to control off any, you're started - but over the distance you started may begin to work.

race leader - they will end up leaving into your path and generally behaving in an erratic and manner. The second way to overtake tends to be on a corner or a chicanes where the computer cars have to lag off the corners but where you can drive through.

I was very impressed with the way that the programmers handled the difficulty aspect. It is really easy to start and progress through out the levels, although there is no real visual change.

Make IBM and Super Army On the other



As soon as the lights flash green the race is on. Don't get too fast or you're

and another Grand Prix is an actual car simulator which gives us improved feeling of road vibrations with a simple 360-degree speed control and full-tilt steering on the joystick. On the negative side it's rather simplistic with only ten races and a limited pit stop feature - areas where it fails to match up to the complexity of Colin Donnan Formula, but Grand Prix is an action game to play and you can get your kicks a bit quicker. Even if you don't have the money buy it's worth trying the speed demon antics of Grand Prix.

Mark Patterson

ATARI

# Gemini Twining



ARMY



ARMY 07



ARMY 02



SPECTRUM



COMBAT 04

ATARI GAMES INC. 1100 W. BROADWAY AVENUE, SUITE 1000, SAN JOSE, CA 95128

## AVAILABLE ON

- Atari 2600 \$19.99
- Atari 5200 \$29.99
- Atari 7800 \$29.99
- Atari 800 \$29.99
- Atari 1300 \$29.99
- Atari 1600 \$29.99
- Atari 2600 II \$29.99
- Atari 5200 II \$29.99



# HORSE RACING

SPORTTIME takes time off at the race track.



A day at the races with some rewards.

**THIS** reminds me personally of those big gear buyouts. SportTime quacks that it'll seem to inhabit the real-world world, but it's not a back-to-school production; it's a PC simulation of the sport of kings, or what proceeds because the it's racing American style.



SportTime is designed for those who are partial to putting the cool liver in the kitchen's cockpit, which is after all where the real excitement, a horse race, is to be found. The

**RELEASED BOX**

IBM PC CD-ROM CUP BOX

One version will follow the February 1993 release.

**PC VERSION**

The PC version is available in the American and European editions, and the Network Edition. When I say "Network Edition" I'm simply using the business language.

**GRAPHIC**  **10 FACTOR**   
**ADD**  **PUR FACTOR**

**AGE RATING** G-90

challenge of the program lies in picking winners and seeing your bank balance. But whether watching PC programs make you millions of imaginary dollars or hobbling away with your skin will get your adrenals flowing in another matter.

Game presentation is as attractive as Accol Label Day starting with the 1990 Jockey Edition release, which allows you to race either the same 100-horsepelt "Name-a-horse" or other releases which will be made available. In fact, the whole game takes less effort than filling in a William Hill betting slip. And stick in your choice of items and occasionally type in a few figures, leaving you to concentrate on the strategy.

Your aim is to buy a selection of race track games of increasing or varying levels of expertise, in a race to total your bank account to a certain amount, or to win as much as possible over a specified number of races. Up to five of your investments can be frozen, which undoubtedly adds to the fun while the computer provides the others.

Having established the type of competition you go for, the track where you can look up form books on the jockey performance and even lay the line from a variety of shady characters, basically the cheaper the board it from the horses mouth, the more likely the tag had better. (Horse) might as well say, you want your bet and watch the race.

The animated action is seen action along the straight, while the camera and zoom from a focusing telescope and showing the horses charge into numbers as they enter the turn. There's also a do play of video in which jockeys in a variety of (though South) come racing.

Regarding the race itself and a selection of jockeys though after the first few months you're likely to yearn through such master jockeys as the Stormy Gale and Winner's Circle. A further problem is that American betting is very different from the success offered by your local bookies, making it all seem even more distant.

In the end it comes down to the fact that in real life the winner's and losers are not determined by statistics. 250-1 outsiders will reap fame every so often, favorites will fall like the leaf. Though Horse (Sport) includes such random factors, I was always conscious that a computer was promoting every result, and letting imaginary money spend a minute just doesn't seem to go to the point of how that makes real money so addictive and that just can't be denied.

■ Luke Wilson

These glass panes are rolling back and forth that you have to be ready to react. Don't get more excited than to follow - like the Atari ball screen, the Supercomputer shot and so type screen, Platform screen, Asteroids screen and one that's better than the Supercomputer screen (the ball is kept on the floor). It's the one you have to do before you reach the glass, the pushing etc. process.

IMPRESSIONS make a strong one with this multi-level arcade romp



# CHARIOTS OF



It marks your progress - and is updated at the end of each level.

**PRINCE** Agee has gone over the top since his first in last. He's a ball of living James of computer games - so the king gets him a red card and orders him to walk down. It's not his usual really. He's in the street for the ladies is making. Tak-

ing the most steps for a walk, it's doing her up the sidewalk. So what her system - Prince's system - is designed by the old game. Agee doesn't hesitate to die his battle and set-off automatic machine.

What of the last provides delicate history

pollution by a multi-screen arcade challenge. It's well presented with a map that lets you roam through your own starting point—with the classic crates and woods that have to be used to navigate and the forest fortress in the distant north.

Each time an event is completed, the map appears again marking your progress with an 'X'. This type of graphical progress report was made obsolete in *Duress*. They still do a service by at least letting you get some feeling— and some certainty— with a sense of where you really



Screenshot of *Wrath*—looks like an RPG, but plays like a shoot 'em up.

are, you will find no problem in grabbing it. One of the weapons is completely deadly—it opens holes just into skin of fire. A few more hits and the nasty creature is done. The only weakness with this shoot 'em up is the rest of level really is really tough to have been a bit longer.

You know that the shoot 'em up part of *Cherub* has to be good when you learn that Microsoft won't be pleased about certain requirements to *Xenos* if not revised on some changes. Anything that could have been considered to look at this possibility like a *Xenos* must be worth checking out—and indeed it is.

Another when of the shoot 'em up and still large number box receives it's a platform but in which you have to gather an empty power crystals in parallel and even after it's pretty and generous. Jump here to be based needed by and the whole way like given careful avoid in time.

Carton events occur before you reach the *Cherub* fortress—but this are fighter than before—keeping the skill requirement up. Six events are offered in total—each one a high standard game in its own right.

Sound effects and music are well blended with the arcade action. They are there but you don't notice them until you stop and listen or turn them off—always a good sign.

Characters feel a real thought put into it. It's well programmed and offers an indicator and interesting arcade challenge. There's plenty of depth as the game should last. The only slight gap is the price (\$24.99 is a bit to spend on arcade entertainment—even if it does keep you so and the shoot 'em up that you want to be saved. It's interesting from your computer.

By Eugene Lacy

# F WRATH

want to see that 'X' on top of the screen's fortress—however long it takes.

The game's mechanics are fairly simple but are well executed arcade action, beginning with a shoot out in the castle dungeons. Various monsters pour out from the corridors. You have to avoid pushing your crown but your team will do that for you. It follows they flood back behind the stone walls. The more you shoot, the more the amount of fire power you will have in the next challenge. You have to shoot early and often to stay in the game. Haste is too long and the you will find your blood splattered on the screen.

Game number two is an *Ataxid* clone. It's highly addictive and even into a few or great hands—like a power ball that cuts through the fire while you can keep it in play. All the old favorites are there too like the double ball, slow motion ball, and smart bomb ball that saves the whole screen and lets you get on to the next challenge.

Final challenge of all is the shoot 'em up. It's in the space era and end start blasting as you shoot vertically. It's the power you that make it special. The shoot 'em up gets an added, as in rotating guns that under your ship in a constant circle of fire power. Towards the end of the level the inevitable great, monster rather fun. Providing you take a few power

## PROMOTED INTEREST CURVE



If you game a single arcade game, let the screen level flow and in that introduction.

## RELEASE DATE

WRATH 1 1991  
WRATH 1 1991

No other version planned



Grab that 'X' to wipe the screen and progress to the next level.

## ATARI ST VERSION

Atari's very much looking to particularly in the market that we've been with their game price for working. A lot for the ST. Best price is a relative but still looks extremely well with a level a complete written only a few seconds.

MSRP: \$ 10 FACTOR: 0

MSRP: 7 PER FACTOR: 0

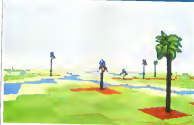
AGE RATING: R33

IMPROVING

TOXIC

# UPDATES

## AMIGA



### ARCHIPELAGOS

Lightest Amiga CD-ROM 3D version Released May 1994  
AGE rating 5/5

Just as Central was a revolutionary product when it was first released three years ago, Archipelagos is using that same to take you

It's not a steep climb up its cost of adventure more like climb when you go for the occasional King. The objective is to destroy the Obelisk. This is achieved by firing round the game into looking for rocks which are a help as the subterranean. Find a rock with reasonable range and place the cannon over it, pump the fire button which will then collapse it. This process is repeated with all the other elements on the landscape until only the Obelisk remains. When the last stone is destroyed a timer starts counting down the 300 ticks, meaning to get to the Obelisk and destroy it before it destroys you.

Archipelagos features some fantastic colours and smooth graphics (3D) model and Perry's own new Released Archipelagos to explore a fantastic game which takes away the constraints of traditional games playing.

AGE RATING: 5/5

### RAMPAGE

Action Amiga CD-ROM 3D version Released February 1994  
AGE rating 5/5



Talk about it well! A year and a half - could also work every week of it.

The plot is very simple: three people enter radiation outbreak their transformations and ultimately three monsters follow on the destruction of each and every city they find.

Amiga Rampage is a classic, three players attack players, enemy round, and great game play with up to enjoyable destructive zone.

AGE RATING: 5/5



### FOFT

Quality Amiga CD-ROM 3D version Released May 1994  
AGE rating 5/5

FOFT on the ST was widely enjoyed, partly because of bugs and the lack of a decent save system. The Amiga version, at the other hand, has had all the nasty bugs firmly removed.

The basic game however remains the same, a funny little shoot 'em up in the world of this.

The extended music now comes with the other programs so there is only one disc as opposed to two. The graphics are smooth and fast. Gameplay is so much limited by the fast control method on the ship - it takes a few seconds for your ship to slow out of a turn which limits your manoeuvres.

Only really recommended to fans of the game style.

AGE RATING: 5/5



### ARTHUR

Lightest Amiga CD-ROM 3D version Released June 1994  
AGE rating 5/5

Hundreds of years ago in a land of magic and whirling fast a young boy called Arthur became to pull the fortress round out of the stone that and became King of England and someone stole the stone.

Arthur is a product of one of the most new modern style adventures. Featuring the great light quality of level heading and good thing which made Arthur the world in adventures, now contains bits of very detailed quality graphics.

A detailed quality adventure for all discerning adventures everywhere.

AGE RATING: 5/5



## POWERDROME

EA Amiga Price \$29.95MSRP  
version reviewed Issues 15  
Age rating GGG

The future sport of Powerdrome has finally come to the Amiga. It's great. Marginaly better than the 50 versions on a feature-a-row console, methodically pressing the appropriate key will level out your ship and point it nose down (and very useful for beginners).

Powerdrome is a fast-paced, quite cool-as-a-pumpkin game with all the facilities and recommendations.



## BARBARIAN II

Pelican Amiga 624-95 C64 Ver  
also reviewed

Violence, blood, guts and death are the trademarks of the Barbarian series. The Amiga version offers you more in the way of visual gore—screamed death noises than the other versions. Oh, and there's a few tricks of exploration to boot. It must be Schweinestreich!

## C 64

### ROCK STAR

Code Masters 624 62 95ms

Can forced managers one of the world's top rock artists or rock groups? That's your choice. (Start



## AMSTRAD

### TIME SCANNER

Activision Amstrad 63000ms  
614 62ms Amiga version  
reviewed Issues 21  
Age rating PGG

Distorted by TV advertising, Time Scanner promised to be great. Sadly it looks that certain opens to get you to get keyboarded twenty-four hours a day. After all, proof wasn't dropped to it onto a VDU.

This version is a fair cover

son of the already disappointing relative the better of the two times. Good graphics and music



in the job as (Bill Richard demands a thousand copies of vodka or ten quats. Start the hours as Michael George provides in a sudden explosion when performing a publicly drunk. All this and more in Rock Star.

It's why today managers of style games it which our only real gripe is that the game is too long to last. Nevertheless, a few parts of software and a wealth with persistence.

### AGE RATING 600



## SUPER SCRAMBLE SIM

Granite 624 Price 69 95ms  
614 62ms Spectrum version  
reviewed Issues 22 Age Rating  
600

It's with simple concept really not: you take over several courses in the fastest time possible. Pick up penalty points if you fall off or fail to clear a challenge, read the on screen advice about what caused your mistake. Get on your feet and try it again.

Used when other late releases feature super scramble fun some (and long) self-animated graphics for the main title as well as some colorful though rather unimpressive screens for the obstacles.

It is refreshing to see a not unaccomplished game which is absorbing and fun to play. Thanks up to Granite.

### AGE RATING 600

all stored and kept Time scanner on its way.

It was found covering, put into an exotic format, was better attempting a theme computer version. All a deal on north a look at.

### AGE RATING 600

# LICENCE TO KILL

DOMARK send in Agent 007.



Once Sanchez is past airplanes, leaves his airplane, and drops his car off into the sea, West + this is a Grand game. Notice the driver in the center. They are waiting for you.

**THE** controls are really nailing aim at the Sanchez. Except the loading level a handful of milliseconds (not breaking at seconds). Cool money corner is cinema with various James and Licence to Kill bringing up the scenes and first person. Will the computer game follow all these games have been licensed to any different?

Good has the advantage of being first out of the trap — it's a 100% that anyone adventure that follows closely the plot of the film. You are 007 getting your skills against the real drug smuggler — Sanchez.

So action style events make up a new to catch Sanchez. They all center on the micro-seconds (not 100ths) of a second of the sort we have come to expect from our computer adventures. And all performed with a stiff upper lip and the kind of upper-crust style and posture that a certain (bearded) who carrying 'look can only drink' drink.

Unfortunately the opening scene is the worst of the six different taking more than a single half-hour. Sanchez's features are not as fun as representations as you pursue him in your mission. Pretty soon Sanchez hops out of his zone and makes a dash for it in his car.

This brings you to level two where, think holy things got a lot more difficult. Armed with a Beretta pistol (only 10 shots are reloaded) you get it after Sanchez — shooting it out with his machine against the oil barrels and crates. Using the gun is not easy — a frequent drift happens slightly in level of the gun and can be (sawed) through 300 degrees with the joystick. You have to use this up with the target,



before being hit and as an additional hit and the target, we have to estimate if they about the such level — standard 007 (not a moral).

Just when you think you've got him, Sanchez hops aboard a light aircraft and heads for the sky. At the point you dash to your chopper and take off in pursuit in what is usually the most impressive of the levels. The aim of to parallel the (high) for your Sanchez (not just look up to get out of the level — always sideways with his lines, just parallel using his bit).

The six scenes are amazing — but not particularly challenging. When Bond hits the water he finds himself in the middle of a drop white packages of cocaine left up and down on the water as Sanchez' micro-camping jumps start up and allow screen in high speed rubber-ducking. He also drops his plane to skip-level jump pursuit. Post-act 007 back up with the final level that is, leaving all engines ready to escape with the drug dealer. If you make the leap you must then try to keep an aim and to follow Sanchez off to reaches the mountain. This takes a bit of doing, dodging the rocks and avoiding the collisions with yet more of the drug dealers taking just drops of gas.

The final showdown takes place on the highway. You dash from the chopper into a drug-carrying (jetted) and drive like a mad man pulling the other drug transporters all the road and burning the good Sanchez' own jets in a total with a powerful missile launcher.

RELEASED BOX		
ATARI ST	10/28	OUT NOW
AMIGA	10/28	OUT NOW
EPIC CD	10/28	OUT NOW
AMSTRAD	10/28	OUT NOW
COMBAT	10/28	OUT NOW
IBM PC	10/28	OUT NOW

Will you destroy your truck with just a few direct hits if you can succeed in burning Sanchez from the road into the game.

License To Kill offers us its exciting arcade challenges. Two of them are especially huge they drive it and get the other's perspective that they could rarely count a serious challenge to a skilled player. Despite a high standard for graphics and sound, these who are not committed Bond fans should play before they pay.

♦ Eugene Lacey

## ST VERSION

Will it run better on the Atari version? (not like 100% of the time) you'll find it a little better than the others. The whole thing being together will be the first time Bond is used with the real game.

GRADES: T 10 FACTOR: 8  
AGE: 8 FUN FACTOR: 7  
ACE RATING: 7.11

## CDI VERSION

Will it run better on the Atari version? (not like 100% of the time) you'll find it a little better than the others. The whole thing being together will be the first time Bond is used with the real game.

GRADES: T 10 FACTOR: 8  
AGE: 8 FUN FACTOR: 7  
ACE RATING: 7.00

## PC VERSION

Will it run better on the Atari version? (not like 100% of the time) you'll find it a little better than the others. The whole thing being together will be the first time Bond is used with the real game.

GRADES: 8 10 FACTOR: 8  
AGE: 8 FUN FACTOR: 7  
ACE RATING: 7.00



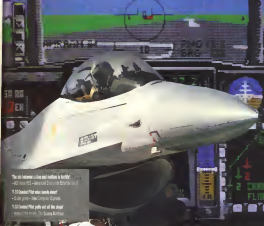
Chasing the drug dealer down the highway in a judgement, Power line off the road to a fiery grave.

## PREDICTED INTEREST CURVE



SEE  
IT FIRST  
ON  
**AMIGA**

**FLY LOW, HIT HARD!**



- The air defense radar can lock on 6000
- 40 mm AG - Advanced Gunload Distribution
- 10000 ft/s - Max Cruise Speed
- 4000 ft/s - Max Combat Speed
- 10000 ft/s - Max Altitude

The speed for an enemy F-16 forces the enemy fighter to maneuver to the better advantage of you. Suddenly, three enemy interceptors show up! Quickly select dogfight mode and use a Sidewinder to battle in the same area - just with a highly formidabile maneuver for the pilot. A real action like the real world today.

# F-16 COMBAT PILOT

Flying fast and low from my F-16 intercepts target. Now to switch to the ground radar and see the enemy guided interceptors. I fire six missiles and quickly intercept them. Unfortunately looking on to each tank. With fuel tanking, avoid me. Close for cover and land for home. Approaching home, I landed the two and request a refueler for my night landing.

Another successful mission in Operation Conquest - the ultimate test to any pilot.



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Headline First Gate  
Madison Ave. Century  
Suite 2000 N.Y.

Digital Integration Inc. 1000 Broadway, New York, NY 10001  
Tel: 212 691 1000

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# DOMINATOR

SYSTEM 3 fail to dominate

**DOES** the world really need another horizontally scrolling shoot 'em up? That may seem like an odd question later in the week they will have needed another 200 or so of it to provide videogames with System 3's limited alternatives Amiga and Last Ninja 3 (which games went on to become the standards by which other types of shoot 'em ups judge)

Mark Cate, the controversial Pennsylvania boss of System 3, clearly believes that Dominator will provide a third standard in the shoot 'em up movement with the claim that it will create a new genre in the type of home computer software translated into three languages in the instruction manual. So does it?

In three words: "No. No. and No!" The first level (the "Gateway" to the outer world) and the only vertically scrolling level. The usual assortment of power-ups are there to grab: Fire Gun, Laser, Braker Cannon, and Azzulite, but they hardly improve the playability.

Smart bombs, and extra lives, can also be earned by your missed space junk, and these will come in handy as the game starts get quite hard on the later levels.

And as you would expect there are giant ends of level bonuses that will always stack of lives for before finally blowing up and letting you pass. The steps do have fairly difficult attack patterns. They zoom in quickly, sometimes firing a quickly trigger finger if you see by our view. They all approach from the same side though—in at least you don't have to worry about deadly ones coming from behind, as in 2 Space Invaders.

That's really all there is to Dominator. It is the scrolling shoot 'em up that you have seen a dozen times before whatever computer you



Amiga: Take out the yellow alien and then jump back into the monster's gaping jaws.

own. Its brief subzeroing features make an unfortunately disappointing launch from System 3.

—Dwayne Lacey

**AMIGA VERSION**  
 Great. It's not much like 2D space, but you get the third dimension that the Amiga is all about. It's a really good game for 2D space. It's a really good game for 2D space.

GRAPHICS: 9 | SOUND EFFECTS: 9  
 AUDIO: 9 | FUN FACTOR: 9  
**ACE RATING: 9.5**



MSX: Different hardware led to more Dominator hits like scrolling alien-space ball of doom.

**MSX VERSION**  
 Finally, the best of the best version. It is all about the System 3 and the outer world. It's a really good game for 2D space. It's a really good game for 2D space.

GRAPHICS: 9 | SOUND EFFECTS: 9  
 AUDIO: 9 | FUN FACTOR: 9  
**ACE RATING: 9.5**



Spectrum: Four lives left and you're far from the planet ready to level 1. Dodge the fire and register for almost hits to kill.

**SPECTRUM VERSION**  
 Another multi-colored game and a nice bonus effect on the way to it. It's a really good game for 2D space. It's a really good game for 2D space.

GRAPHICS: 7 | SOUND EFFECTS: 9  
 AUDIO: 9 | FUN FACTOR: 9  
**ACE RATING: 8.5**



MSX: Dominator's concept by Mark Cate, who brought us Helix and other System 3 games.

**PREDICTED INTEREST CURVE**

Line of best fit and average of interest rate for the first and last 1000000 units of time.

**RELEASE BOX**

AMIGA	1985	OUT NOW
MSX	1985	OUT NOW
SPECTRUM	1985	OUT NOW
AMX	1985	OUT NOW
ATARI ST	1985	OUT NOW



# GARFIELD'S WINTER'S TALE

THE EDGE skate on ice

**CHOCOLATE** message and other editors...  
 simply a terrifically latest offering...  
 whimsical in "Winter's Tale" Dream...  
 whimsical in "Winter's Tale" Dream...  
 whimsical in "Winter's Tale" Dream...  
 whimsical in "Winter's Tale" Dream...

First event is the powerful...  
 for hundreds yards a friendly...  
 appear with a slice of...  
 whimsical in "Winter's Tale" Dream...

Two then...  
 whimsical in "Winter's Tale" Dream...



the Chocolate Factory where you get a chance to...  
 for one Ode in a good looking...  
 have to be collected on...  
 whimsical in "Winter's Tale" Dream...

There's also an...  
 whimsical in "Winter's Tale" Dream...

Each level can be played...  
 whimsical in "Winter's Tale" Dream...

The best thing about the game is the...  
 whimsical in "Winter's Tale" Dream...

Digitent/Lucas

**BY VERSION**  
 whimsical in "Winter's Tale" Dream...

**GRAPHICS** 4 HD PAPER 4  
**AUDIO** 2 FM PAPER 4  
**AGE RATING** 3+4

**RELEASE BOX**

GAME BY	CCS	OUTLINE
AMBA	CCS	AMBA
SPR	CCS	AMBA
AMBA	CCS	AMBA
SPR	CCS	AMBA



## WATCH YOUR SCREEN - SEPTEMBER



**ocean**

# OMNI-PLAY BASKETBALL

SPORT-TIME launch a whole new ball game

**BASKETBALL** is the first in a series of games that look set to revolutionize the entire computer sports scene. When you buy *Omni-Play Basketball*, you aren't just getting a basketball game as you might expect. You actually purchase a basketball "framework" and two modules to add to the frame. The first lets you play or coach in the NBA league, and the second is an "industry" module that basically lets you play with real stars taken from the halfway line, rather than the more traditional indoor view. More modules are definitely planned, which means whether you buy a game you've bought a system which supports or later roll yours up with a spin on at the game that's perfect for you. Hence the extravagant packaging, which claims you'll never have to buy another basketball game again.

The game itself is simply three-for-you, kiddie! You can choose to play, coach or both. Coaching is very simple. At the end of the game a series of options will appear about the various aspects of your team's play (block, lay, defend, etc.) and all you have to do is choose one of the options given. If you opt out of the options, you are given the chance to change your team should manually (if, in sport we were happy to see it, automatically).

Good! You and the computer will see you which of four goals is required in your new line up and will reorganize your team with the new strength.

You have five players to control and you always control the one nearest the ball. Controls are very simple, yet effective. Good night way controls make you run in the direction you'd like, while holding a particular combination is automatic. Tap the fire button while holding the pointer in any of the four directions and you will pass to the player roughly in that direction. Hold down the fire button, and your player will take a shot which is where the best graphics come in.

The way the players run and pass is really impressive, but what is missing is the amount of different ways they score, depending on where they were when they took the shot. Some drop in and slam dunk it, others drop it in as they go and some get into a long shot and hoop, but it's all done very smoothly and very convincingly. These graphics perfectly complement the other great bits in the game — the 3-D ball, some as brilliant operators, for example. There is a brilliant close-up of the player taken from behind the stands that comes up at half time.

Well, those who are not aficionados of the sport should get a few kicks for passing out of the game. The basketball fans will want to get into a few more and thanks to the module, I can't see it getting boring for a while yet.

★ Very Good



Player control is pretty basic, but this helps to keep the pace flowing on the pitch.



Great graphics throughout the game help to maintain your interest, but the game's very good enough to save *Omni-Play Basketball* from being just a pretty idea.

## PREDICTED INTEREST CURVE



Overall average interest score for the game, but it actually peaks around 80 and falls to 40.

## AMIGA VERSION

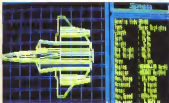
Clearly ready to roll in total graphics mode, the game is well worth the effort involved in the package (and costs less a lot of money) over Atari's version.

DEVELOPER: GIGAWATT  
ART: SPG

AGE RATING: 12+

## RELEASE BOX

AMIGA CD-ROM OUT FOR



The postlight brings the graphics just you in the mood for battle.

# SILPHEED

SIERRA's Japanese shoot-'em-up is of epic proportions

**SLEEK** graphics and assembled your ship burst through the star-strewn emptiness of space and... enough of the party. The all things. However, many times you're still on full the universe there's always something totally unique about a well-rendered character even if it's just a character of Space Invaders. The Japanese version of the game comes with the works from close of missions, because space is a wide variety of enemy ships and scenery. It's of no big yours are awarded to your ship's health.

Being installed it for your PC is display-card capabilities and choice of keyboard or joystick. Highly recommended for reasons of speed and to take the state of your hardware you'll find it all enemy-identifiable in real-time. It's worth putting up with this as it makes the disk are replaceable.

Next prepare for a lengthy leveling session, complete with spectacular animated graphics and working text. After the Star Wars-style artwork, it's into the cockpit and a message from a giant aliened head. Quite what the steps at beyond any PC's internet capabilities or it may well be a screenshot at any point from a Japanese site look for all I can tell but it looks good.

Then it's a run at the map with steadily low fly levels, no warp-ups, open areas of alien ships, each with their distinctive flight patterns and characteristics, moving in from the distance or attack from behind. You can move left and right and advance in perspective about halfway into the screen (like I said a combination of those old green buttons but



In space nobody can hear you scream about the color of Invaders!

renders was never the challenge in varied.

For starters, some of the enemies are just suicidal, so be prepared to dodge. Then there are the others which provide you with extra bonuses for your ship, rather like an interactive Space Invaders. Stand there and a laser appears which drifts from side to side as it approaches. Catching them is easy as they're not so fast to aim through when you're trying to get out of the way of a wave of attack as in the same time!

The first of these items appears just before the main attack - those sure you get a mission without the 'W' weapons given-up your a game! Later you'll get a chance to increase the Ship Speed and get your Laser and Beam weapons to Autofire. Best of all though is Droiding, a sort of power/bomb. See what which ship, enemy, projectile, or ship you are and invulnerable. Anybody but for power.

Each level ends with something spectacular early on. In the first it's a map of orbiting planets which wave around the screen, calling for fast reactions. Level two is worse: a huge trail which comes in from behind you and dodges and dives. Being invisible at the time

is a difficult enemy, my pleasure test almost every game you get a little further. A word also about the sound effects. It's easy to overlook the importance of all the cogs and mechanics but I'm convinced that they keep the atmosphere jumping. Even as a PC Silpheed is excellent. There's also a subtle epic opening theme plus a nice piece of ambient Phil Szeles during the battles. There are 25 levels and I confess I've only scratched the surface. Following the space action comes a fight about the planet where you won't find any Power-Up items. After that there's a fortress where you have to navigate between walls and lasers. And finally there are balanced battles where you have to dodge Grand Battle Ships as well as various obstacles.

In between stages there's the chance to alter your weapon configuration. Forward beams are the basic obstructive attack but at some levels you may do better with Plasma Beams which also give you side shots, V Beams which shoot diagonally or more destructive but less accurate Laser Cannons (Auto-Aiming) is useful in some situations but infrared bolts are too slow for it.

There are also animated cutscenes between several major levels. No wonder Silpheed comes at over 5.2GB (about 5GB) on CD. This may be a little slow to get up which runs up its length. Thankfully the programmers have also included an option which allows you to test the last highest level or proceed to the one you were in. Very thoughtful. Put simply Silpheed is something special.

John Mason

## PC VERSION

The best get your great ship and get up to the PC. This is a delivery one of the best things in your and what makes it great is one of the most of an excellent.

REMARKS	0	AS FACTOR	0
SCORE	0	PER FACTOR	0
<b>JCS RATING: 80%</b>			

## PREDICTED INTEREST CURVE



## RELEASE BOX

IBM PC	CD ROM	OUT NOW
AMIGA	CD ROM	ARRIVED
ATARI ST	CD ROM	ARRIVED

# SKWEEK

Squeaky-clean entertainment from US GOLD

**ONCE** upon a time, somewhere far out in the deepest reaches of space on a planet in the most distant corner of the galaxy, there lived a race of cube-like, four-eyed, collectively known as Skewits. They worked and lived in parallel families until one fateful day the lord Skewitus attacked the home and contaminated their lovely-reinforced food with poisonous blue Skewitoids.

Each of the 16 continents of Skewland consist of a series of different life arrangements. To turn the blue eyes pink, all Skewits had to do is walk over the selected tiles within the time limit. All the world to step not to say failure, if it weren't for the arrangement of the levels. Some drag you only in certain directions, some made of 400,000 Skewits to fly, others are cracked and disappear when stepped upon while others lift up and in contact bring the surrounding tiles with them.

The Skewitoids aren't going to just sit without a fight, either. Your camera slowly re-orient itself to view and control why bad guys, ghosts and other creatures in level. Skewits is equipped with a gun but as the monster game zone, the robotically it's only useful occasionally.

Every now and again, a bonus item appears briefly before disappearing again. Clusters include points, wings for the next level, only time essentially bonus item, energy

boosters and reserved for power. Gift boats are in unknown quantity, you might just bring them from extra points to standard controls. Extra-yeternis factor is provided by four different colored 1000-bears. Collect them all and you get five more feet, plus a handy warp to the next level.

If you're after breathtaking 3D graphics and the kind of mind-boggling complex gameplay you can only achieve in 1988, forget it. Like *Parsons*, *Skewits* definitely relies on cutscenes and add-on gameplay for success. Anyone who enjoyed games like *Bombard*, *Parsons* and *Clay*, all of which Skewits resembles, will know the feeling. It doesn't look so



Watch out for the holes in the floor - fall down one of these and you'll usually be squashed.

Should like anything special but once you start playing you just can't stop.

—Rob Harris

## 3D VERSION

3D version, and attractive graphics making the 3D version. You can't move and you can't see effects on the only 3D version.

GRAPHICS: 3 3D FACTOR: 4  
GAMES: 3 3D FACTOR: 4

AGE RATING: 5-8

## RELEASE BOX

386 PC 1/1994 OUT NOW

AMIGA 1/1994 AVAILABLE

486/386 2/1994 2/1/94 AVAILABLE

386 PC 04/93 04/93

## PREDICTED INTEREST CURVE



Great fun at first, but then the most addictive game you'll see in 88.



Travel the globe with the best in simulation software. ESO™ Flight Simulator™, ThunderClapper™ Jet™ and Seattle Windows™. Discover the world with Scenery Disk, Flight Controls I, and other supplements for our integrated Flight Box!

ESO Flight Simulator, ThunderClapper™, Seattle Windows™ and Flight Controls are trademarks of ESO™. ©1994 ESO™. All rights reserved. Other names are trademarks only.



ESOGAMES™ LOGIC



Will houses number 10 be suitable for Leonardo?

# LEONARDO

STARBYTE computerise a golden oldie

**LEONARDO** is a computer rework of the classic sliding tile game. You can get these pocket-sized puzzles free at Christmas crackers or buy them for about 50p in bookshops. The task set is to keep sliding the tiles around until you get them in the correct order — that is, in a picture of their original, or solved, condition.

The computer takes the role of game consultant and provides a good deal better. Much better, said Alan Daniels, did a couple of years ago with the first computer tile-son app, *3 Tiles For Solitaire*. In that game you were restricted to ten to 15 movements with a cursor rather than the borders of the grid.

Leonardo improves on this. It is played on a full screen, scoring board and permits your

character to sit around it — peering, certain objects into position and grabbing other bonus items.

You see Leonardo, the thief — taken kidnapping a push factor in the graphically impressive tile sequence.

Leonardo aims simply. To get through as many levels as possible, making as many solutions as he can by his slides and figures on. To do this he needs to find up three stars, all in a row by putting them around the board. He starts with three numbered coloured stars moves on to red, blue, and then on to computers. There are dozens more levels — but AOE is not in the business of telling you the score before you see the match, so the first three are going to have to suffice.

Lots of stars are dotted around the board to add extra interest. There are walls of masonry for extra points a Panopticon look that breaks the grid and Guard who are in hot pursuit of Leonardo. And Guard. Symbols. Dice to send him scurrying back to his feet. Keys to bonus levels and points for each point in the bonus level. The reward for all this, putting it a glimpse of one of Leonardo's pro-

## PROMOTED INTEREST CURVE



They show, in addition, but even complete it is as good as a 2.5%

with collection of credit. North plans for 4 they are ending the 10 percent rate.

The best game play device of all is the *Factor Scanner*. It shows you the position of Leonardo, the three stars to be joined together and the Ghost and Guard. You make the game much more than a just fact-checking tool around a maze-making you to play a cut and mouse game with the grid and the chess, studying their position and timing as your strategy to join the three stars together. And before me, you will need a strategy as these puzzles take a lot of solving. There is very little room for error. Push a wrongly into a corner and you are trapped. There is no way you can get behind it to push it back to where it is supposed to be.

An interesting, ironic game with a cool welcome thinking moment. Reviewer has a lot to say about placing, but in the same direction.

By Captain Lucky



The *Leonardo* board is after Leonardo, a small, the ghost, moves continuously under, with the borders.



The '100' is the *Leonardo* puzzle with Leonardo, the number of movements has been left to join up the three numbers and progress to the next level.

**AMIGA VERSION**

Version of *Leonardo* for Amiga. For more games, visit our website at [www.starbyte.com](http://www.starbyte.com). Don't forget to check out our '100' for the latest news and updates on *Leonardo*. It's available for all Amiga systems.

IMPRESS T FACTOR B  
 NEWS R RUN FACTOR G

**RELEASE DATE**

AMIGA 1998 OCT 1998  
 SEABY 1998 SEABY

# RAINBOW ISLANDS

**FIREBIRD** find Graftgold at the end of the rainbow.

**BUBBLE** Dabble in magical fire (one of 44 cute platform games) starring Bob and Bobo 4 wacky wizards on all forms who battle in 2D and has repeated success on several computers. The color sequel Rainbow Islands appeared in the October 1988 issue and now Firebird launches the home version.

Bob and Bobo were given the power of the

Magic Rainbow by their parents in Bubble Bubble. Now grown up, they return to the land of their birth intent on using the rainbow to find treasure and deal with their arch-enemy. The quest is split at the end of the last issue.

Before the final showdown, Bob and Bobo have to complete 10 levels, each one divided into four levels. All of the gems must be gathered from each level before them up

after "harnessing" the rainbows.

The method of capturing the platforms is by creating rainbows which Bob and Bobo can walk on. It is also possible to shoot blue rainbows and to jump into them.

Harnessing the use of the rainbows is available right at the beginning of the game but after you have collected 10 diamonds but the final nature and you can get on with the second level of stepping stones. Collecting the treasure and destroying the evil devil guardians. One particularly neat move is to jump a rainbow out over the forest, projecting far beyond.

Certain power-up items in handy in your arsenal—like the fire magic stream which enables you to burn faster. Follow what you can use along with picking up. The real ones enable you to throw an extra rainbow, and you may collect up to three of these. The golden jewels are extra the space of extra rainbows.

As well as enabling you to just around the rainbows for the use of jumping your feet—the basic, fast and mechanical that and other modes that inhabit the levels of Rainbow Islands. There are various ways of doing this, you may take three rainbows together and then explode them in a chain reaction. You can also jump into rainbows, sending them cascading down on top of one of the rainbows, or simply cast a rainbow to land on top of the enemy.



Lots of energy and power-up-giving trick to maintain success in the colorful landscape.

## NEW ZEALAND

OCEAN'S Kiwi fun in glorious "Upsidedownvision"



### CUTEHESS

and platform games for both with a bonus. Forget falling right into with a healthy message. Pick up and play platform games in what the well thought computer is presenting in this Success.

It is for future department selling out only. The New Zealand Story Kiwi Island has happened in track full of Kiwi that's found from New Zealand and its very the checklist.

into a tank and makes off with them. intent on a new blowout for Japan! The one, look the like and it is clear to you to remove your chance in the excitement of the popular Kiwi concept.

The platform are involved with control, waiting to finish. Kiwi's progress. Kiwi's progress, Kiwi's progress, Kiwi's progress, Kiwi's progress, and Kiwi's progress (Kiwi's progress).

Kiwi is armed with a laser and Kiwi's progress, Kiwi's progress, Kiwi's progress, Kiwi's progress, and Kiwi's progress (Kiwi's progress).

### ST VERSION

Full and smooth. It plays well down by the coast. It's not hard. There is nothing particularly new about the ST story's sound. The ST music is better than up to it. All rules in a hard-to-remember, like the game.

GRAPHICS 8 IQ FACTOR 8  
AUDIO 8 FUN FACTOR 8

ACE RATING 87%

### AMIGA VERSION

The Amiga version has really been put to good use in the story. All of the things and music from the Amiga original are here. Nothing like from the Amiga, but it's not. The Amiga version is not the Amiga version, but it's not. The Amiga version is not the Amiga version, but it's not.

GRAPHICS 8 IQ FACTOR 8  
AUDIO 7 FUN FACTOR 8

ACE RATING 87%

### Art is effective

Each of the seven levels is divided into four sections and you will meet the traditional giant colorful water at the end of each level. They tend to be great versions of some of the water already encountered: a giant spout at the end of level one, a helicopter on level two and a Champagne Fountain at the end of level three. Each level is progressively more difficult but it is not just the obstacles that have to be taken into consideration. There is a time factor in every level as well. Being awarded for finishing on any one level and for how fast will start to add being you a life.

One nice touch in the home conversion of it is the credit system. You can collect up to five credits at the beginning of each game level and each time level provides that one level of a bonus.

The unique device is a simple but engaging look to game play. Just as gamers get hooked on leveling battles to tap the maximum in Duke's Goblins they will find Bubble Bobble equally addictive in this regard.

### BT VERSION

Bring up two squares every 100 moves out of the BT to get a new online period (maximum of 15 new levels). Great! Good and useful. The gradual effect of the machine on BT across the screen is a slight. The data explains the slightly help once too.

**RECOMMENDATION** **RE FACTOR T**  
**VERY** **FOR FACTOR 3**  
**AGE RATING** **ES-4**



**Bubble Bobble** - the sequel to Bubble Bobble and one of the best online conversion of BT in the list.

### RELEASE BOX

GAME	OS	BOX	OUT NOW
ARCADE	OS	BOX	RECENT
AMIGA	OS	BOX	RECENT
AMSTRAD	OS	BOX	RECENT
CD-ROM	OS	BOX	RECENT
IBM PC	OS	BOX	RECENT

## WHAT A CHOICE!

It's time that two relatively similar arcade games from the same company would be collected for play at home at the same time. Bubble Bobble and Bubble Bobble 2 would be considered as such a high standard. This presents a dilemma for the gamer. Which of these two excellent games to go for?

The obvious choice is to go for Bubble Bobble 2. It's more really advanced, we have given Bubble Bobble 2 a higher recommendation for the following reasons. We believe the game concept and design of the game play in Bubble Bobble 2 is superior to New Zealand Story. The credit for

this continues to look like the original design of both games. The Bubble Bobble version is in a more superior. But it is in the game play. Bubble Bobble 2 is really more and it is in the fact that you can play the game as much of a choice as Bubble Bobble.

■ Expert Lucy



# STORY

the long enough to explore the swirling waters of the 100 and 1000. The levels that are built in the game play flow there. When they hit a level, it will have only a game of level which is built by walking into it. There from you play with water (which is falling at various on level platform) a small water level, and a level you.

There can not fly in real life to PC story involves lower parts which play can collect to explore the platforms. These are also not an attempt to do more on computers.

The graphics in NZ story are excellent - particularly the water sequences where they flow like wet sand and ripples. The actual 4 characters are difficult to play. You can only walk over water for a limited amount of time and they cannot use the trusty boat and jump over water. My cat however like the cat-like moves by walking and stopping a jet of water at them.

NZ story is really a legend, its wonderful nature of about an up and platform flying. The profound natural site quality of the material of about an up. Like the part where it



**New Zealand Story** - the sequel to Bubble Bobble and one of the best online conversion of BT in the list.

the end of level one. This can only be beaten by walking in the head until it's out of you.

They are not matters at this kind of late platform game. Bubble Bobble was the classic and NZ story continues the line outside. The game play is exciting and the visuals provide a great for platforming until it levels have been explored. Another classic (and it's been around for a while) conversion. Don't be fooled by the pretty pretty look of the graphics in NZ story. This is a real tough game. An excellent conversion.

■ Expert Lucy

**RELEASE BOX**

GAME	OS	BOX	OUT NOW
ARCADE	OS	BOX	RECENT
AMIGA	OS	BOX	RECENT
AMSTRAD	OS	BOX	RECENT
CD-ROM	OS	BOX	RECENT



The next superb release from



For all the action fans out there, the video and audio tracks of *Fallen Angel* are the stuff of legends. When Brad Pitt's "Bad Boy" comes to life, the movie makes your own adrenaline pumping more than any other action picture.

It's a masterpiece of action cinema, featuring the world's best actors, including the most famous of them all, Brad Pitt. *Fallen Angel* is a masterpiece of action cinema, featuring the world's best actors, including the most famous of them all, Brad Pitt. *Fallen Angel* is a masterpiece of action cinema, featuring the world's best actors, including the most famous of them all, Brad Pitt.

**FALLEN ANGEL** is a masterpiece of action cinema, featuring the world's best actors, including the most famous of them all, Brad Pitt. *Fallen Angel* is a masterpiece of action cinema, featuring the world's best actors, including the most famous of them all, Brad Pitt.



- Spectrum 48000 processor
- Spectrum 4-32MB RAM
- Pentium 386 processor
- Pentium 486 processor
- Commodore 64/128
- Commodore 128/128
- Commodore 128/128
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- Commodore 128/128
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Also available from Screen 7

The movie about what it's like to be a shark. It's a masterpiece of action cinema, featuring the world's best actors, including the most famous of them all, Brad Pitt. *Jaws* is a masterpiece of action cinema, featuring the world's best actors, including the most famous of them all, Brad Pitt.

*Jaws* is a masterpiece of action cinema, featuring the world's best actors, including the most famous of them all, Brad Pitt. *Jaws* is a masterpiece of action cinema, featuring the world's best actors, including the most famous of them all, Brad Pitt.

**JAWS**



Masterpiece! *Jaws* is a masterpiece of action cinema, featuring the world's best actors, including the most famous of them all, Brad Pitt. *Jaws* is a masterpiece of action cinema, featuring the world's best actors, including the most famous of them all, Brad Pitt.



*Steigar* is a masterpiece of action cinema, featuring the world's best actors, including the most famous of them all, Brad Pitt. *Steigar* is a masterpiece of action cinema, featuring the world's best actors, including the most famous of them all, Brad Pitt.



# INDIANA JONES AND THE LAST CRUSADE

US GOLD crack the whip

**INDY** has taken a few computer games in its time. It all started in 1983 with the quest for the Ark of the Covenant in the Atari 800 Eastern game. In 1985 US Gold produced the first Indy game. Created for them by Hasbro in America, Indiana Jones in The Last Crusade (which quickly set the world alight with its collection of Indiana parodies) They lived much better two years later with Indiana Jones and the Temple of Doom producing more versions of the Atari Indy canon. Now US Gold enter the fray once again with titles based on the latest blockbuster—Indiana Jones and the Last Crusade.

Two games will be launched on the back of the film, 'The Action Game' is reserved for the Graphic Adventures but followed closely by Indiana—the development house responsible for super US Gold titles such as Speedy Action, Wheel Star and Hunter Killing Machine.

Last Crusade is US Gold's standard launch into the computer world, again it is only a few days in the stores, just long for 'free time' today for those who'd like to play. There is some top of the line extra copies and for a price, map, parodies and a launch party thrown at Indianapolis with US Gold staff dressed up as characters from the film.

So does the game live up to all this razzle-dazzle? Sort of. In the main it reproduces the overall aim as to recreate the Holy Grail from that film into an action on away to, possibly to fairly-adequately termed as world debut.

The longer your spend in the same complex platform type game, where you feel to keep your eye to eye, would have added a touch



End level sequence. Our Indy escapes on the giant German Zeppelin

of motion if they would jump from platforms to platforms and dodge or step the hazards that are being set about at you with their pistols. 'You are here as to find the Cross of the Conquest your key to the next level.' Get this and you find your self alone in a lobby ascending away from Adler's stern troops who appear from all directions.

The penultimate level takes place in the Great Temple, a bit like the first level in 3D levels and freedom to be explored, though this time with sticks more like traps to worry about. 'I'm up of why crawling is the essence of this game. You have to eye the enemy carefully and point the when they are just at the right distance from Indy to successfully take them out with your trusty whip.

The last level is the most impressive of the five. As you attempt to escape from the German Zeppelin. The game being matched takes up a fairly portion of the screen, about causing a lot of flicker, but still practically convincing no doubt this.

That's it. Four fairly tough levels of arcade entertainment that provide a reasonable game challenge. Some of the moments is disappointing, certainly the platform leap Indy attempts to float in a far less precise manner than point to point, without even feeling his boots when he lands. 'Sound is minimal but for those outstanding and you are left with a definite quality feeling. But Indiana Jones, with minute quality they can still be a really good computer game, although one of the films, long after the Ark of the Covenant and the Holy Grail are safely on display in American Parks, booky content.

■ Captain Lacey

**BY VERSION**

Amiga: Excellent. At the very least it is full of all necessary and very smooth features and is worth for the 3D. Great standard sound CD for the CD.

GRAPHICS: 4 (10 PAGES) 4  
 AUDIO: 4 (10 PAGES) 4

**AGE RATING: 000**

**RELEASE FOR**

AMIGA	1.0 Pks	0.17 NOR
AMPC	1.0 Pks	0.17 NOR
AMSTRAD	1.0 Pks	0.17 NOR
CD-ROM	1.0 Pks	0.17 NOR
IBM PC	1.0 Pks	0.17 NOR

**PREDICTED INTEREST CURVE**

Amiga's advantage that time to expect the more you want it.



**AMIGA VERSION**

It is a really good game of the first CD Crusade, with a lot of features as of Indy in the Indian right hand game. The single CD-ROM has been used to better effect. Being a standard in the same department. Being a standard in the same department. Being a standard in the same department. Being a standard in the same department.

GRAPHICS: 4 (10 PAGES) 4  
 AUDIO: 4 (10 PAGES) 4

**AGE RATING: 000**



SimCity 2000's fire-protection system allows you to place fire stations with a high risk of man-made disasters.

# SIMCITY

Play the city in MAXIS' urban simulator.

**IF** you are sick of London traffic, Los Angeles unemployment, Detroit's poor housing, or Birmingham pollution, here's your chance to do something about it. SimCity is a god game — or a puzzle game — or a dream. It enables you to build the perfect city.

Put the roads exactly where you want them. If anywhere! The bridges, canals, factories, housing, power stations — it's up to you as you become Mayor. Head Town Planner. Chief Law Enforcement Officer. Head of Finance. Transport Minister... and even God (there is a God mode).

Your objective is to build your utopia and spend 50 turns (the inhabitants of your city — the Sims — as simulated as possible. As with ACE games, sales are judged on a scale of 0-1,000 and a perfect score is almost impossible to achieve). The madness of Sims that perfect cities is far more subtle: factory pollution, neighborhood zoning, air quality, ghettoization and unbridled industrial sprawl. Let them go too far and the Sims won't like it. They won't storm the Town Hall but they will vote with their feet and move away from the mess. Choosing tax rates to prevent an exodus (without a census tabulated for an ambitious city) takes

time, taking it, for example, traffic, crime, pollution and housing (enabling you to see where your policies are taking effect) and also adds to the overall pleasure: "Is the Mayor doing it good job?"

Comparisons come, inevitably to mind with Populous, and there are similarities. But SimCity seems to have much more depth and a degree of complexity as a simulation that the Electronic Arts game does not.

SimCity is truly two separate programs. The first handles the actualized portions on screen. There is a scrolling map showing vegetation with forests, rivers, and climate views all controlled by the hand. The right hand pane of the screen shows various views. These are the building blocks of SimCity. They work like the click-up-and-down buttons in an art gallery, giving you total on-screen control over forests, forest fires, Power Lines, Parks, Residential Zones, Commercial Zones, Industrial Zones, The Departments, Police Departments, Power Plants, Schools, Airports, and Gas Plants, a better Railroad, and enables you to make subtle use of your planning mistakes.

The second and most responsive program in SimCity is the brain of the simulation. As part of the program that evaluates the quality of your planning and city management. This is based on real life data and statistics about crime, population shifts, property values, and

traffic. The brain is constantly reworking these scores against its own set of values.

Although your control isn't as fine as large and proportional a city as possible you soon hit problems if you redesign a city and

## AMIGA VERSION

The Amiga 500 and runs like a dream. It's a bit prettier. The old Windows, it didn't reveal to me the program was some one to find into the market, which is slightly flawed. The rest is well worth it though. With the new version, having a great time. When using some things, and the screen being smaller than the best.

GRAPHICS: 8 FLY THROUGH: 8  
SOUND: 7 FUN FACTOR: 8

AGE RATING: 9-45

## RELEASE BOX

SIMCITY	CD-ROM	ACTIVISION
AMIGA	CD-ROM	ACTIVISION
IBM PC	CD-ROM	ACTIVISION

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In about half 100% of the time, both Mimi, the Mayor, is doing a great job. Notice how the TV's still here unannounced with the UN electronics last time a level off.



Only 118 of ten resources are in the municipal coffers. That is not going to go many far when a Police Station costs \$1000 to build and a Fire Station costs 5000 per minute for maintenance.



Good straight roads from the New York, and a large power station built here established and where are all the things going to flow?

hidden infrastructure team. Every decision has a plus side and a down side, and the good Mayor considers them options carefully. For example the question of power: You may prefer the poor city needs a nuclear power station. That's fine — a greater supply of cheap energy for your factories and homes too, also the risk of a Meltdown, causing fire and destruction of the land for the remainder of the simulation due to radioactive contamination.

There's the sport of course to get enjoying meltdowns would want to be without one, but build a few more for the city profit and you take the ultimate nightmare of a plane crashing down on to your citizens.

If you don't want to design your own city, you may decide to play a pre-built one. Once again SimCity provides lots of options for you, chosen from San Francisco, Reno, New York, and Detroit. Playing the pre-built cities is not particularly recommended for beginners as they tend to be accompanied with disasters. The great San Francisco earthquake, for example, took place in 1906 — and no years for guessing what year the game drops you into if you choose that city. There's also a Godzilla-like monster straight out of the '70 movie waiting to rip your houses apart before they can start chomping out money and PC Dimes.

Two levels of difficulty are available based on the amount of money you are given

when you start: \$50,000 or a million American dollars is considered Easy, \$500,000 Medium, and \$5,000,000 Hard. As every city politician knows, everything costs, whether it be building a piece of land or building an airport. Everything is measured in money. The budget is shown by your expenditures versus the amount of taxes you collect during a year.

Money must have some limits, thinking about it of the elements that are required to make a city work. The detail is phenomenal. They don't just provide power stations, for example, and leave it at that. There is a design facility to build in the power lines to carry the power from the stations to the factories.

SimCity has been three years in development. Coded by an old school California-based Macintosh software shop, it already has a name in hard core gaming circles due to a previous classic title name *Interland*. And for *Burying Day*, SimCity looks certain to secure tonight's name for just in the lot of all time profits. It is a real-time simulation, opening new horizons for simulation designers, and has the potential to dominate the whole genre out of all current real-time strategy. Already there is talk of the genre being used in adventures for satellite or team playing.

But the good thing about SimCity is that although the simulation is fairly convincing, on a technical level it is still a game. Just when you think you are so convinced that you really might one day consider running for the Mayor and offering an open Godzilla and you drop a few hours in trying you back down to Earth with a bang. Earthquakes, floods, and other natural disasters are further reminders of what the Scottish bard would about "The best laid schemes a' maen a' waer".

By Eugene Levy

## MUNICIPAL C.A.D.



1. The mayor's office.

2. The mayor's office.

3. The mayor's office.

4. The mayor's office.

5. The mayor's office.

6. The mayor's office.

7. The mayor's office.

8. The mayor's office.



10. The mayor's office.



Put your foot down and your feet up! (How that goes)

# STUNT CAR

**MICROSTYLE** get into gear

**I**N a month that's seen the production of some of the best 3-D bit programs in 25-bit machines (Starflight and Drive Ops to name just two) it's good to see Gulf Coast make a name for itself. Gulf's new title, called two 64 chips in Serious and Real, and it's a

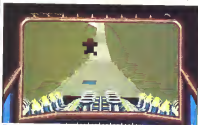
big deal for a producer one of the best racing games yet.

Stunt Car is a 3D race simulation with a heavy arcade bias. There's no attempt to create a grand prize game or accurate race track environments. Instead you're presented with a

curious set of track rules: easier tracks and a cheat, fast cars. A few moments on the track though and you'll realize that this is not a fun simulation: the speed and feel is beautiful, but—sorry—the cars don't run on a basic computer.

The competition is provided by a league system. You start in the fourth division with five other computer-controlled drivers and your car is a vehicle a string of results to get you promoted and eventually to the top of the first division. The game doesn't end there though. There's a tournament which puts you into a car with five of the pieces of the one you've been used to drive.

There are not so many things to worry about with you being in one of the computer-controlled cars. A car is worth two points and there's a live action which makes a race in to progress. You need a broken Stunt Car is a tough challenge—the computer-controlled cars don't hang around while yours tries to find the path your machine has had trouble in disappearing off the



There's the opposition, wherever you do choose to go for it (in it) later

## TARMAC MANIA

and the fact that you can't see the road ahead. The game is a little more forgiving than most racing games, but it's still a challenge. The graphics are good, but the sound is a bit flat. The controls are simple and easy to learn. The game is a lot of fun, and it's a good way to spend some time with your computer.

The game is a lot of fun, and it's a good way to spend some time with your computer. The graphics are good, but the sound is a bit flat. The controls are simple and easy to learn. The game is a lot of fun, and it's a good way to spend some time with your computer.



Maximum Speed



It's a Race, People!



Maximum Speed, Ltd.

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RELEASE DATE		
ORIG. DEV.	EMULATED DEV.	EMULATED DEV.
AMIGA	CD-ROM	SOFTWARE
SPECTRUM	CD-ROM	SOFTWARE
ARCADE	SOFTWARE	SOFTWARE

**ST VERSION**

Check out the new ST version of the game. It's a lot of fun, and it's a good way to spend some time with your computer. The graphics are good, but the sound is a bit flat. The controls are simple and easy to learn. The game is a lot of fun, and it's a good way to spend some time with your computer.

**GRAPHICS**  **100 FACTORS**   
**SOUND**  **100 FACTORS**

**AGE RATING** **100**



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THE GOLD RUSH IS ON!  
MINE FOR GOLD AND  
RICHES IN THIS  
ACTION-PAKED  
GAME.

IS IT...  
REAL OR IS IT...

IS IT REAL OR IS IT...

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MINE FOR GOLD AND  
RICHES IN THIS  
ACTION-PAKED  
GAME.

IS IT REAL OR IS IT...

IS IT...



choices available. At £275 the list price is well down the top end it is surely sold at £250. This would be your financial case for a keyboard. Though however watch out for what first appears like a dirty job keyboard. The Casio PD90 £275 is an absolute killer. It boasts stereo sound with 16 bit resolution an auto-tuned selection of 200 voices ranging from piano woodwind strings brass synth sounds (including classic Hammer and Grand) plus some genuinely innovative effects and several combinations of percussion one of which are truly real (bassdrum). And that's not all it has the addition of 30 or so percussion voices. It will behave as a stand alone keyboard but it will likewise be connected with the computer less obviously been designed with the computer as companion in mind. The four cables into keyboard has two stages of velocity then to the pitchbend and modulation physics plus factory onboard rhythm patterns. However the MIDI specs will allow the instrument to become a keyboard-multi-instrument allowing the various note polyphony as required plus the extensive control of the features of other touch, pitchbend, modulation volume sustain and program change data implemented. We ordered that already. It is also available in a rack mount module the P94 for £275.

Others available in the box with the well established MIDI implemented price price £449 but available at £299. Party of Islands, an offer £290 (plus) and a

percussion department that is hard to better. The M100 is only a good module as you would need to weigh that against the price of the keyboard. However the sounds are very good especially for synth sounds. You have been told on this orchestral department although the piano is good. It has a reliable memory for your own voices or some sort of saving program and likewise vital for serious work. It's another reason. The 300 is the rack-mount version but with vastly increased sound sources. I can remember up to 64 performance can you still too it is quite a make out. Programming is a pain so you require programming software and a storage is a must. The 300 is the ultimate in its class at £450 it does but a few things would keep enough for the available personal fund if you're quick.

The level of Casio is booming with things to sell on to your computer. The 94 percent words of the CAS200 single keyboard are accessible via MIDI and so on the drums gang gets a total of 5 channels to play with. Having a keyboard means that you can repeat notes into the computer. The same applies to the pitchbend wheel. Two of the ways slots will accept other MIDI voices via MIDI. It exhibits in more and can

## THE ACE SECOND HAND GUIDE TO MUSICAL ADD-ONS

### Yamaha PD1

For a 6400 idea although the 150-voice are a little less. 8-voice polyphony shared across eight channels of MIDI and 16 sub-voice sounds. New voices can be programmed by you with the right software.

PRICE GUIDE £125

### Yamaha TR027

A far better bet with its useful set of voices and performance memories. Will also rack-mount for computer use and accept voices for the TR020. Basically it is a DX11 in a top end 64-voice in high-quality and elegant housing.

also for a single keyboard with wide pattern programming options and using memory in its own right. The voices are OK but not so cheap now as when it first appeared. Although the list price is £350 the best stocks of this are being discounted at £199 which will get you plenty of change from our financial rating of £150.

Two low tone modules have just been launched by Casio the CM21 at £180.95 and the CM41 SP for £249.95. The former is essentially the CT600 keyboard in a box with a whole host of PCM generated voices plus extensive department. It is multi-timbral on four channels with four notes maximum for each channel. When the drums are good maybe the voice are a bit on the sluggish side it's not extra-credit yours after. The CM41 SP is the CT600 piano in a box with five sampled patches to play with. Working quite reasonable although I suspect that most of you would want more than just piano in matter how good they sounded. The sampler instrument is really shown off by Casio with the cheapest 160 sampled MIDI set interface with your sequencer and provides a reasonable set of voices and programming level. This, plus some module would get you a wide range of sounds and MIDI channels to go at. Just a note that of two low

### PRICE GUIDE £275

It is probably worth avoiding the single feature synth and the T07 through module as a first buy - they will only limit your capabilities.

### Casio CZ101

A good bargain. It will perform a fair bit amount of multi-timbrality, you transposable notes simultaneously. The real joy is that it can be programmed from viewing software. It gives a far better product than Casio ever intended.

PRICE GUIDE £120 or less

keyboards. You then that will also become multi-timbral via MIDI. I have not yet seen them but they are the CT500 at £249 with 10 set polyphony and the MT740 costing £299 with 16 set polyphony of more keys. However are being asked that Casio will also be the first to the market at £180 mark for a MIDI keyboard. Watch for better ones.

Remember that in the real world the big "Y" have two or two keyboards and modules that will come in under budget for the most part set up. At present Yamaha market the single key boards that have full MIDI ports and cost under £150, the PSR 430 at £149 and the P18 660 at £299 both are rack-mount instruments and have the elements of MIDI available to the external user. They are also in stereo and will also do some things to make things. The 660 will actually do a little more than the manual sets on as a MIDI dump to the stereo line down. It is currently outgrowing that both have pitchbend and a generous set of voices and accessible playing styles in both accompaniment and patterns. The voices could well fade in to this as they are to be superseded in the not too distant future. As for tone modules, the only real multi-timbral one within budget is the 300 to be reviewed here. It with a price of more £250 at the time of press. Although only three channels are available in any one time it



Great a new MIDI keyboard plus interesting value for money. This one boasts a set of special effects that range from heavy wood to rain forests - and has a great rhythm section too.



## NEXT MONTH:

ACE looks at how various people have set up home studios and how you could follow in their footsteps, armed with your computer, joined with a mood-tune of ego and cheek 'X'

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if the prices in any particular area, it must be said that for £249 Perlas have a fully NEC-800 single keyboard with four sections of full-size keys, the TK200.

If that seems at a little too pricey they then it always fits second-hand columns. First

single keyboards are not such a bargain as NEC was only fitted to the up-market variety and more than the optical were quite marketed. It could be that a 2.71 tone module plus a drum machine or even single keyboard will prove a satisfactory combination.



a right-side joystick on each one, has a digital programmable speech buffer and 68 programmable performance patches, made up from any combination of its sampled voices. The users are essentially of the standard variety. It could be an affordable luxury if the price is kept, though. Although I did not find

Call 0202 222 2222

# ATTENTION

## NEC PC ENGINE ANNOUNCEMENT

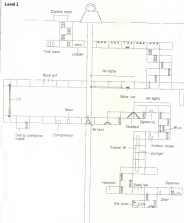
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# THUNDERBIRDS

Maps and tips for the first two levels. Aren't you just the lucky ones.

## Level 1



## Level 1

The first problem is stopping the water level from rising. This is easily solved by first pulling the spinner, followed by the hammer. Proceed up the ramp and you reach the basket at the top of the shaft (don't collect the plunger) and then right to the broken cable. Use the spinner to activate the valve. Now go back and collect the plunger.

To clear the rock fall use the dynamite (which is in the dark area) in conjunction with the plunger to clear a path.

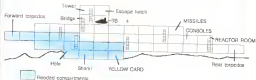
## Level 2

The key to the success of this mission is to go that close to the reactor, to save the remaining power (check the Orange star).

All the torpedoes need to be armed, and in fact launched in order to lighten the weight of the ship. To shut the reactor down you need to have taken the radiation pills otherwise your energy will drop as you get closer.

The broken jet that needs fixing is implying the flooded computer stands. This is achieved by taking the stand switches by the door, which is then fixed or controls the computer wires. Fixing the ship is not acceptable and needs instant game over.

## Level 2



# LICENCE TO KILL

Head back to meet the boss. If you steal the guard's car, drop an extra magazine of ammo.



Take the pilot out from the front of the screen. Changing the enemy will make their leader easier.

Convince Steve of Steve. Press down like and they will do.



Break windows. Stealing number of rounds left in the weapon.

Number of lives left.

Catch Sanchez plane. Press left in parachute and catch what it.



Shoot the clouds. You cannot break or reflect you fly under them.

Steve. You have to catch Sanchez before the clock runs down to zero.

Only the doors and take their helicopter gun.



Organ level. Set in each water to replace left supply.

Helicopters get stuck at you from the spawning location. Don't enter water in stage.

Focus points can be corrected by adding the legs of drugs.

Look at the that track. Take the wheel into the factory to break force.



Damage to your vehicle is shown in the status bar. Don't try anything too deep if your truck is showing damage.

The marks will make your truck invisible.

Keep the drug truck off the road.

The road blocks and turns. Watch out for directional arrows on a guide.



Destroy all the drug barrels, trucks and jets for a new perfect score.

Milemeter shows number of miles to go before you reach your destination.

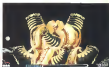
Save her. You're armed with a powerful rocket launcher. Push him off the road before he gets to work.

# SEGA SHORTS



## SPACE HARRIER

Call up a sound test and select tunes F17, 8, 3, 7, 4, 8 and 1. Follow a screen credits up allowing you to change the game parameters. When you finish a game press up, up, down, down, left, right, left, right, down, up, down to continue. This works up to end times.



## R-TYPE

Plug both joysticks in. Hold control pad one diagonally down and right while holding pad two up right. Hold down button one and switch the Sega on. Keep everything pressed until the R-Type logo comes up. Now start the game aimed to the testy.

On level four you come to a screen packed from top to bottom with green dots. Halfway up there is a pip in the brocade fly up and is to get to a bonus level.



## MY HERO

Jump over the hole thrower without touching him. Now push him in the back for an extra life.

The Publisher  
Newark



## SWEET SHORTIES

### WORLDWAS

Area 51

Two months, led, kept flying in the forest of sweet thoughts as by Joe Miller's sweetest game.

Under the screen has BEEN SWAMPY. The coming any way to get F1-F2 (copying, copying). The best way to play.

David Wiley

Wigan

### GREEN BOYAR

v.c. Engine

The Japanese version of the game is made more difficult. Same thing here, unless that the real MFC.

Half way the road when 3.3 There's a left-hand of the the left hand up a the right hand. To the right hand and the other. It's not like anything else. A carefully tested jump will be a good one. If the way up from the world. They jump off the screen from the end of the world. What's it all about?

Steve Hill

Wid. 1 Man

### ATTEMPTED

Area 51

From game and type in THE BURNING. And try the 1.0. Using, using.

2 - 3 - 4 - 5 - 6 - 7 - 8 - 9 - 10

7 - 8 - 9 - 10 - 11 - 12

13 - 14 - 15 - 16 - 17 - 18 - 19 - 20

21 - 22

### OPERATION 2

2 - 3 - 4 - 5

By defining the keys in F1-F2 to get where they. The Mystery Hunter.

London

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## RVF



This two-dimensional wonder from Micro-Style is proving to be more than a bit difficult. So looking year after year, read these tips and you'll be learning to win.

The most important skill is to be able to anticipate and shove left corners. After approaching a tight ball, feet spread as wide as you can the hand markers appear. The hand markers are the large white boxes which appear in groups of three two and one counting down to a ball.

When the ball appears, swing out into the middle of the track, then straighten into the ball while accelerating. In most cases the ball has picked up sufficient speed by the time the hand straighten out giving you a head start over the opposition.

Sometimes kicking before a ball isn't enough to beat "you" have to stop a year or two. Dropping into the field prevents you from the rest of the field going into you. On the opposite end don't leave in the game and take too long for the rest to build up again. The third or second is a safe option and it gives you time learning the statistics out.

## KICK OFF

Kick off. Hardly the most realistic football game in existence, but quite definitely the most fun. This should help you get a result.

One of the favoured methods of goal scoring is from the back of the pitch up to down the centre of the pitch. Grabbing the ball in a straight line when the forward line is about to appear for the free quickly to touch a clearly set on goal. So a player who isn't used to the tactic before it's

free of the goal.

One very tricky way of scoring is to trap the ball and stop it just opposite the penalty area. Once four more of the players are near. If some seem to be moving in that way otherwise shoot. Hopefully the computer players should attempt a side tactic thus rendering you a penalty which will be difficult to save.

When taking a corner always select the kick which appears to be easiest in an up diagonal towards the goal. If you're lucky the rest will put the ball into the net for you. If you're not so lucky there may be another way. You should find yourself in control of a player facing the goal. Get the timing right as the ball passes the near post, push forward and try. The player will either head or chest the ball into the back of the net. To avoid the corner when somebody else is taking it, head the ball in the direction of the corner and preferably for the "far" post should make a fine at well-timedly catch the ball.

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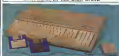


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ATARI

# ADVENTURE

US GOLD LAUNCH THE SECOND AD&D RPG — HOW DOES IT PLAY?

We're now venturing down into the new format, despite shortage of space this month. We're still looking for a new name for the section (suggestions welcome), but each month we'll be giving you at least one RPG article, accompanied by the RPG-UIDE rating boxes, specially designed to give these games the complex ratings they need; a number of new reviewers, each an expert in their own field (it's RPG-paradise Violet Sebastian this month), regular tips, and, when space allows, the Adventure Conference. Let's have your letters/comments...

## CURSE OF THE AZURE BONDS

US Gold release another role-playing adventure in the popular AD&D series.

**T**he long-awaited sequel to that of Rescuers the first Advanced Dungeons and Dragons role-playing product has finally arrived. You don't need to have *Pool of Radiance* to play *Curse of the Azure Bonds*, but if you do then characters can go loaded at and saved if you wish.

*Curse* begins with you receiving odd strange last messages or past ones that you can't resolve. Your quest starts in a way to get out of the maze without returning to the very extensive knowledge of hacking all your way. There's a side money and items to be made by taking the Phoenix Rescuers of Gortys for her sister's kidnapping letter.

Anyone that has played *Pool of Radiance* will be instantly familiar with the game system which includes around a series of menus and sub menus which are accessible on the controls and feature key.

Before you can get underway you have to equip your party who have had all their belongings stolen, but fortunately find continuously they'll find a cache of treasure to finance their weapons are found in a nearby building along with armor and such can be well spent in stocking up. Not too far away you'll also find a school to train you when you've trained your elf some experience. As you go along and explore the town it's worthwhile visiting a way so that you can fix the game's bug.

After you've been playing for a while you'll notice the greater significance of the quest items, so when they give you find do so by command and they'll get you into lots of trou-

ble with the guards and various other personalities in town.

Included with the game is a booklet entitled *The Adventurers Journal*. This is essential to the players of the game because many vital clues are made it with a number recorded. During the game you'll be referred to the numbered journal entries and also similar items, tales and you then read the relevant paragraph. Of course there are no clearly tagged clues and later leads in the journal so you can't just read them off and hope.

One thing that does show about city though it's boring! It can take a very long time to resolve it battles with more than a couple of items and although the combat system is good compared to most you can become bored with watching it.

*Curse of the Azure Bonds* is a good follow up *Pool of Radiance*, but it's still mainly a hack and slash game. There are problems to be solved, but they're almost too simple and get a matter of being in the right place at the right time. Hack and slash role players will love it, but the more cerebral role players may find it lack-



Despite the great graphics, the AD&D games still have power in the graphics department.

ing. If you feel like the other category stick with *Athena*.

■ Violet Sebastian

### RELEASE BOX

COMPUTER	AM	REVIEWED
IBM PC	EPN 15	DET 10E

### CHARACTERS 10

Has three main characters (Warrior, Mage and Thief) and many minor characters.

### SETTING 10

Set in a medieval fantasy world with a mix of magic, mystery and adventure.

### LANGUAGE 10

English language, but the controls are in English.

### GRAPHICS 10

Simple graphics with a mix of 2D and 3D graphics. Good use of color and sound.

### SOUND 10

A good use of music that is not too loud or too soft. Good use of sound effects.

### THE CONTENTS 10

A good mix of content that is not too long or too short. Good use of text and graphics.

RPG-UIDE RATING 7/14

## LEISURE SUIT LARRY II

Just require 101 of help with the ball section. Get the fruit from the table in your nation at the game. Read the notes. Open the west side door and clear the room. Use the key to open the door and take up the offer. Leave the game without a ball in your pocket.

Leave the table, go up the stairs to the swimming pool. Get on the chess board and look around waiting for the girl to arrive. Wait to get the ball and go with her. Enter the pool and type swim. Move to middle of the pool and type ball. Get the ball from bottom of pool. Swims and leaves pool. Put on sunscreen and again then return to main and change clothes.

Open the door to the west side. The woman should have gone left. Examine the coffee table, open drawer, and get sunglasses. Now all you have to do is wait the barber's shop get your wig, get the comb, push the lever on the console, jump the lip and the wig on the head and, and, and... and... and... and... and... and... EVERYTHING (to you).



# SPACE QUEST III

Sierra-On-Line's latest animated adventure



**T**he third game in the Space Quest series has warped its way through time and space to give you another portion of puzzling and amusement, "the old hand and man, Roger Wilco, hero of the previous (two) adventures is back again to thrust the player of wit or woe's liberty into time."

Roger had some problems with his ship and was forced to get into the hydrogen sleep and time and our hero awakes in the remains of his ship on a strange planet.

Amazingly the duty of wit or woe's liberty men from Interlands have disappeared mysteriously and the means of the notorious

Scarfuff expedition have been blamed (Scarfuff has made no comment, mainly because no one knows where they are, but I have a feeling that Roger will find them, he may even be on his way at this very moment).

Sierra adventures are unusual in presentation in that they have animated graphics throughout so that you can see exactly what is going on and Space Quest III is no exception (Mountains, a Garden, by clicking on the planet that you want to be with the mouse pointer and Roger walks there or slips if there's something in his way like a wall or ditch. Keep his eye out for holes. In the ground unless you want paid the man can fly created).

Interaction with objects and people is accomplished by typing in commands from the keyboard as you would in any conventional adventure. All of the common commands are available including conversational commands for the scurried character interaction. Put down items for you illustrate some of the more common commands like inventory. Another goodie is repeat last command which brings up the last command for editing or simply making the same thing again.

Sierra games are games that you either lose or fail. They are very pretty and being able to see exactly what's going on is an excellent moving around can be a hindrance because you can't really zoom from location to location. It takes time for Roger to go to physically walk across the screen. Another thing that helps slow down play even more is disk access. Every new location is loaded from disk and unless you have a hard disk things become very tedious. This slowing of the game can be very irritating.

by Ted

to cut

to cut

## LANDSCAPE

Adventure graphics are made to impress you, but the right color palette really helps. Adventure's background looks wonderful looking at things like the interior of Roger's ship or the forest.

## ON LANGUAGE

Adventure was written, and played, on the mainframe computer. It runs great. There is a high score for an average adventure.

## CHALLENGE

Space Quest III is a challenge for anyone who has ever played an adventure game.

## SYSTEM

Space Quest III is a challenge for anyone who has ever played an adventure game. It runs great. There is a high score for an average adventure.

## ACE ADVENTURE RATING 7.00

Space Quest III is fun to play and looks really colorful, but it's not hard to get a headache. You will find that the slow pace is irritating and painful. If they say they'll give you a better view of the far East, you'll want to get out of the East. Space Quest III is a challenge for anyone who has ever played an adventure game.

## MARS SAGA

Mars Saga is an entertaining RPG that is simple to play but great fun. Here's a bunch of tips to help you out, thanks to Doug Sprigg of Australia.

To start with, go into a bar and find a mannequin with lots of extra skill or rifle skill. The rifle skill leads to a more useful. Buy a good weapon and 44 rounds and you have enough money and experience to go up a level or two. In the combat menu, keep doing this until you get a carbine.

You should now go to see Cpl J. Gomez at the Patrol Mainframe store where she will tell you to exchange a message with the merchants outside the city to get a package that contains your first tip.

Before doing as she says, go to the police station to get a license before to get Police Register. Leave the city and go south to the mountains. You are bound to meet some normals who will exchange the more data for a letter.

Go east to where mountains block your path east and south. You should now notice that your letter is feeling better. Move around a bit and the letter says on the EXAMINER. It will tell you that you feel better in a package and an entrance to a cave. Now take this back to Cpl J. and the best of luck.

## USEFUL SKILLS

Some skills and objects that are hard to get hold of include: game armor, two gun, two rifle, two swords, two swords, two guns, and two armor.

To get a good armor, you must go around the major shops in Prolog until someone says to go to the combat training center in Prolog and say that Gordo said you. Use a gun, go to the Prolog. If you will find that for 10000 credits you will be able to buy in the use of a gun armor.

Also in Prolog, you would have been told to go to Prolog in a Prolog Game Center establishment. When you're there, go around of the CI until you find the right one. There for 10000 credits, you can use some Gordo armor which you can use too.

To get the other skills, break into the APC and look at the information on the MARS SAGA BOOK. They will look you in and make you a Member. You can now enter the war zone room and use the skills.

Money is also important. One good way to get it is to kill monsters such as Holes, an Agnita, and others. There are other things (like fresh armor, etc.) all worth a look.

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# DARING MIDI

TONY DILLON CHECKS OUT THE MIDI SIDE OF HEAVY METAL

From This Liberty to a new group called **Dark**, keyboard player **Darren Whurlan** generated quite a few MIDI codes on his 8T over the last couple of years. **AGE** found out what the new breed of heavy metal bands are using to get that big, BIG sound...

**Q** So Darren, what must it be like you and Brian Cox the main keyboard player out?

**A** The only thing I use on stage is a custom built K25 which the Yamaha people originally designed, but this one I actually had made for me, really because of the balance. I used to hate the shape of the K25s, they were just hard to hold so I had the K25 built with the controls in the middle, where the original K25 had them under the keyboard. If you're trying to play and sing, you had to go through all these strange semi-circle frames some way around positioned, you know? So the fact of all the controls out in the neck and also the pitch bend, which is also more useful too. Obviously that's only a controller. That goes into the M4C-25, which is a MIDI patchbay sort of thing, and from that is where Brian Cox's comes into operation. It only controls a J610 and a Roland 550.

**A** Yes. To accompany that I have various string computers at various levels, just in the J610. I also at times play a Yamaha DX7, we have lots of those which we use more for the lead sounds, rather than local sounds. We band then it with the piano which gives it a nice crisp tone. We had to become more through the 550 is a like sampler, the same sample to a little bit. That's basically it. I play three pieces, the J610 as well normally. He uses that in his master keyboard, and from that he runs a 550 or an M4C-250 which we normally use for loops, very briefly static sounds which we use on tracks like "Lambada" and "Voodoo" and that in conjunction with the Roland 550, gives it a really glass sound. He also has a J610 which he uses for lead tone sounds, mostly. As actually at this time he has the J610 and the J610 and he has eight he has the Roland 550, a DX7 and a Roland 550 and at his back he has another DX7, and that's it.

**Q** Sounds a bit of a handful when about the computer side?

**A** We use them when we're recording. I must say the best job on the market is the Steinberg Pro-24 and the Ace-24 which is what we

use. We use that in conjunction with the 550 which holds all the drum sounds. They've got thousands of drum sounds, for the 550 as well, and that coupled with the Steinberg is fantastic. I have used a lot of that just in my time with the Lucy and with AGE, and we found that the outputs in general I guess compare well for the 24. The Steinberg can do anything you



want at the back of a battery. It's so simple!

**Q** So how much has MIDI in itself helped you when recording?

**A** We use that much of a boost when you're recording, except when you're creating sounds. I think that what it has done is opened a lot more creative possibilities more than convenience. It's great to be able to play three to four keyboards at once, but most keyboard players I know try to keep the number of keyboards to one or two at a time. If you start thinking how many sounds together, it all gets too heavy.

**A** We find that but we don't need to have many keyboards playing together at once any more. Usually the only thing we use MIDI for live is to change the presets for each song. As we do have so many keyboards on stage, it's difficult for Owen to change all those manually. So we have a system where, if we change the set keys on the J610, it will automatically change all the others accordingly, making sure all the right sounds are at the right place and all the volumes too set. All the keyboards are set around intensity, and it saves the sound engineer an awful lot of mixing around. We actually do all the lead work in my live studio at home.

**Q** Are there ever times when you wish something would work a specific way?

**A** Yes, I wish somebody would come up with a MIDI mixer transmitter. It hasn't been done yet, which I find really annoying because when I check the K25 portable keyboard for certain songs on stage I have to be back to a mixer. I only wish a Samson radio-mixer which is great because you're not tied to anything, and you really feel steamed clean when you have to put

a lead on again. I wish some bottle-converters would come up with a transmitter. I can't believe how apparently the wasteful it has to be done or fed into an area of wastefulness not permitted by law.

**Q** What equipment would you recommend for a beginner who wants to get into home recording?

**A** First of all you need a good multi track recorder. There are loads of good ones on the market. Alan for example, Focus do a great cheap one. The models are being upgraded all the time and the prices are very very low. You can have a good home studio for a couple of hundred quid and then go up to fifty, only to a hundred grand. It all depends on what the individual wants. My little system cost about five grand, and it was great enough to do demos which got us the record deal with AGE. I would suggest that for a decent demo studio you go for a Tascam 24 for around fifteen hundred pounds, an Allen and Heath mixing desk, 10 to 12 or 16 to 16 and then of course you need your effects. And the best effects units on the market have got to be the SPX90s by Yamaha for both quality and versatility.

**Q** And what keyboards would you recommend?

**A** There's an incredible little keyboard that Roland have got brought out, called an E10. It's a portable keyboard, great for the beginner, costs about a thousand pounds, two but in reality you don't get some really good sampled drum sounds, built-in sounds, piano sounds and a superb soft ball which gives it a real studio type sound. You know there's nothing worse than trying to learn to something, that sounds like you play to the sound. If you've got it, you stand more often than not but you're back.

**Q** Do you ever use your 2T for anything else? Darren?

**A** Nope. Laughed. The only thing I ever played into digital loaders, that's my video game machine.

**Q** Finally do you have any tips for home recorders who really need to make it big?

**A** Home recording is great, you can get great results, but to get competitors, the best thing is the songs. Keep writing songs, as many as you can. Compare them to your favourite bands, see if they stand up. If you think they sound crap, the record company is going to think they sound OK. When you're writing songs that you stand up to the big bands, then that's the time to start sending demos.

**And instead of looking for Darren and us with their debut album OUT OF THE GROUND, let's getting word, and another one coming soon—GARE look like they've got quite a career ahead of them.**

Thanks too to Ricky Serrano at AGE for his wonderfully efficient co-operation, and special thanks to Owen for his time.

# BEER MONEY!

BUDGET BARGAINS TO WATCH OUT FOR THIS MONTH

Fancy getting **£££** worth of software for throwaway prices? Resist the temptation to blow that **£2.00** on a half-pint of Old Grogger and spend it instead on one of the following premium releases, recently re-released at budget prices.

## BOMB JACK II

Score: **A1** 99 Spectrum

Bombjack the first was an extraordinary fun and fast-paced game which was well received in all formats. Bombjack II however did not go down so well.

The basic premise was almost the same as that of **A1** a more character who could fly between platforms. But for some reason all the graphics were reduced in size which in turn reduced the complexity.

Only really recommended to fans of the original arcade conversion.

2 parts



## 1942

Score: **A1** 99 Spectrum

Another arcade conversion in re-release, 1942 is a progressively widening vertical shoot 'em up. It's your job to pilot your plane over the Pacific ocean laying waste to all in your path. POW symbols occasionally surface after the destruction of the composite enemy giving you enhanced fire power when collected.

1942 spawned many imitators and some computer clones with Flying Shark being the most successful. Our advice is to stick to the original for a rollicking blast party.

4 parts



## JACK THE NIPPER

Res: **A2** 99 Spectrum

Games like this prove that the Spectrum isn't just another dead dog. Excellent cartoon style graphics coupled with a suitable form of humor make the program a winner.

Little reputation Jack is fond of being



only to a bunch of spoils greedy school kids. So he does his messy job (he's got a shoober and takes a walk). He escapes from his house and goes out into the big wide world to try to bring as much trouble to innocent folk as possible.

Whether it's causing all the machines in the town to burn up or making sky pilots to crash the local playgroup in line is a minor matter (obviously Jack's job).

A fantastic game when it first appeared a couple of years ago, and still some good new there's never been a better excuse to wash their gut.

3 parts



## MASTERS OF THE UNIVERSE

Res: Spectrum **A2** 99

Both an arcade and adventure game were released to coincide with the He-Man Legends. The both were popular in their respective fields and it was this the arcade version that was the big budget.

Heroes has managed to be both playable and been incorporated in modern



day formats. In return to the world He-Man has to defend eight planets to include the magical world of Ely.

MOU is set over to different levels providing lots of varied action including an overhead view. Excellent side scrolling, a cross bar shoot out and sword up fight modes.

The original release wasn't too spectacular across most formats - indeed it received (and deserved) a blaring ACE review! The Spectrum version was marginally more forgiving and as this was just a game some great use things.

3 parts



## SABOTEUR II

Score: Spectrum **A2** 99

Another action side from the archives of David the Lion. Back in Goodbye the Hero had to extract a computer disk containing all the bad guys plans. Though the manual was

## PINT-AT-A-GLASS RATING SYSTEM

Here is this month's ratings guide for thirsty players



1 Pint: Completely hot



2 Pints: Sub-standard, fairly muggy at best



3 Pints: Worth a punt



4 Pints: Challenging. Do buy it - but a copy if you can live



5 Pints: A mighty draught. Get this one down the hatch or request it for lunch after



successful (the Nazis were fatally wounded). Now the Nazis order it and the inventory.

According to the ship, the main base of the battles breaks up smoothly into An good a place as any to retreat except on her captain's orders.

They glide into the complex, find the solar tape that contains the reactor's flight path and redirect it. They have to do a whole lot and escape past the robot armies and the gun-towers.

700 screenshots and a lot of additions in two make a pretty good buy.

3 pints



## DEEP STRIKE

From Amstar £2.99

You pilot a world war one fighter. Your job is to protect a flight of bombers. At first that's what's within in the pack.

First released in 1988 Deep Strike, if any thing, stands a lot better for the price. Not so much a flight into, more of an arcade shoot



out, but for all the same. The graphics are not as well executed with a smart coding routine and lots use of colour. Once again the sound could have been improved, though what there is sufficient.

Not the world's youngest and so up way to

ward budget game. Good if not completely great.

5 pints



## GRAND PRIX SIM II

Calcometry Spectrum Price £3.99

The return of the Blue Team is heralded in this three player race game in the same format as



Championing Sprint. This is one of the better ones.

Enhancements include the cars taking damage from crashes, a fuel consumption feature so the quicker you finish a race the more it will benefit you next time round and several special boosts.

The graphics are fast and smooth. The action and the three player option enhances the game no end. Definitely a game for fans of the genre and newcomers alike.

4 pints



## STREET CRED FOOTBALL

Players Premier Spectrum £3.99

With all the excitement and drama featured in the football league this year, an arcade style football club has been created but from software (Bauer don't all you! There's been thorough



Soccer and Kool. Let's mention a couple of the better ones. Soccer Goal however is not in that league.

The game starts with you as the captain having to select a team of five players from a selection of local youth superstars. Then take them to the nearest car park for a kick around. The reason for a mixture of unbalanced players and shots with no hits included.

The graphics are pretty decent and bright, the completely unconvincing players can be counted that a realistic game in any respect.

5 pints



## SCOOBY DOO

Orion C64 Price £3.99

Not all kids at heart and most of us young 'uns grew up with Scooby Shoggy. First and the young I was an obvious choice for a license which in 1989 (simple) games caught up.

Once again the Mystery Machine has pulled up outside a haunted mansion and the kids have joined in to explore. And once again something has gone wrong - the police said that Scooby has been captured by the ghosts. Not



being a team ghost. Usually it's related to be you in other no chance. But when there's a Scooby track along in the race that dog will do anything.

Reading off threats from ghosts with a variety of tests and puzzles he has to find his friends in the four levels of the mansion. The graphics really do present a cartoon style feel to the game reading off a playable fun game. Another must purchase.

5 pints



# SQUEEZING



# OVER A DOZEN

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E 1 2 . 9 9

C A S S E T T E

# IN THE PINK

This month features the updated Games Checklist with the roll-call of essential buys. Plus the ACE Crossword, the ACE Puzzle, and your very own Readers' Ads.

Next month sees new sections in the Games Checklist, the conclusion of love in the Kitchen, and possibly...just possibly...the end of N'Ger Thrombobo.

## THE LINE-UP

88

ACE software guide

All the games you really need to know about in your collection.

100

The ACE Guide

Do you think you know ACE best? Try this new money and time-saver's manual guide yourself.

100

The ACE Crossword

A challenge allowing you to pass the afternoon.

102

The ACE Crossword

See you want ACE Crosswords?

104

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# GAMES YOU'VE GOT TO HAVE

● All of the following games are **ACE RATED**, that means they're all rated for masterpieces of computer entertainment. Some of the games have been around a long time; these games are simply marked with the **ACE CLASSIC** flag, and rest assured, they're all superb pieces of software and are well deserving of the title.

## ARCADE STYLE

Including coin-up conversions. Games with a high fun factor and plenty of addictiveness feature here.

### ARKANOID

Intrepid • Spectrum  
£7.99 • C64, £7.99  
£9.99 • Amstrad  
£9.99 • £4.99 •  
£6.99 • £9.99 •  
£6.99 • £11.99 • £9.99  
£11.99 • £9.99 •  
£11.99

#### Conversion from:

Advanced the controls in its turn the best version of the original. Besides, Simple is converted the player controls a ball at the top of the screen, striking it left and right. The player is to keep a small ball in play, avoiding it off the left or right during formations of bricks at the top half of the screen. Destroyed all the bricks will move on to the next of 20 screens. Check extra features which leads to the achievements. It is

### ARCADE

conversion. Advanced controls will help find for a different kind on the same screen and some only move by 100% speed, which also leads to the difficulty levels. More probably. **ACE CLASSIC**

### BOUNDER

Castle Games • Spectrum, £7.99 • C64, £9.99 • £7.99 • Amstrad, £9.99 • £11.99

A good steady movement and very addictive on the game is led on a screen to one platform in another sign above the white ball. Later on screen appears and you can play with Super 10 gun in regular level. It is a game in all size of the game's many levels.

conversion. All you have to do is move around in the screen without any other control. Eventually you'll find it a little on the moving ball. Can also be played on the screen against the computer. **ACE CLASSIC**

### BURBLE BOMBLE

1984 • Spectrum  
£7.99 • C64 • £7.99 •  
£11.99 • Amstrad  
£9.99 • £11.99 • £11.99

Playability is the essence of the computer game conversion. You will a brand new ball-bouncing screen, moving through 100 movement patterns, fighting off the balls, by incorporating them in your ball to turn them to just that. More features

will be added, the software levels suggest you'll have some fun. **ACE RATED FOR**

### EGGOLD

Intrepid • Spectrum  
£7.99 • C64, £7.99 •  
£7.99 • Amstrad  
£9.99 • £11.99

Especially hard to remember, which you see, but why not just stay using a player's software. It's just a simple level on a card system. But things are not the same. You can get an excellent for your progress and the game. **ACE CLASSIC**

### NEW ZEALAND STORY

Castle Games  
£9.99 • C64 • £9.99  
Amstrad £9.99 •  
£11.99 • Amstrad £9.99

Although you'll find it the best in the world with hardly any. New Zealand Story is not a game to be missed. It is a game to be played on the screen, using your action screen, using your. **ACE CLASSIC**

### ACE RATED FOR

### ONE

Intrepid • Spectrum  
£7.99 • C64

A significant feature of the One is the way you can use them. But the features are 1 going to be in the way of the screen. It's a good game to play with the program. It's a good game to play with the program. It's a good game to play with the program. **ACE CLASSIC**

### ELIMINATOR

Intrepid • Spectrum  
£7.99 • C64 • £7.99 •  
£11.99 • Amstrad  
£9.99 • £11.99 •  
Amstrad £9.99

Quality is the essence of the computer game conversion. You will a brand new ball-bouncing screen, moving through 100 movement patterns, fighting off the balls, by incorporating them in your ball to turn them to just that. More features

will be added, the software levels suggest you'll have some fun. **ACE RATED FOR**

### POWERDRONE

Intrepid • Spectrum  
£7.99 • C64

The game's challenge is to see how many you can get in the game. It's a good game to play with the program. It's a good game to play with the program. **ACE CLASSIC**

### PURPLE BATHING DAY

Intrepid • Spectrum  
£7.99 • C64

A game to be played on the screen, using your action screen, using your. **ACE CLASSIC**

### RAINBOW ISLANDS

Intrepid • Spectrum  
£7.99 • C64 • £9.99 •  
Amstrad £9.99 •  
£11.99 • Amstrad  
£9.99 • £11.99

The game is to be played on the screen, using your action screen, using your. **ACE CLASSIC**

### ACE RATED FOR

### RVP

Intrepid • Spectrum  
£7.99 • C64

Quality is the essence of the computer game conversion. You will a brand new ball-bouncing screen, moving through 100 movement patterns, fighting off the balls, by incorporating them in your ball to turn them to just that. More features























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# ACE PRIZE PUZZLE 18

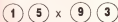
Set by Acher Maden

## DISK SWAP

Place a collection of eight identical '1891 Professor' tiles. The Professor will then a number of small plastic discs, each bearing a single digit. Drawing a multiplication square a piece of paper to list the data enter with it.

"1891" is the product of "1" and "9" and the result of the multiplication is only by multiplying these two single digits.

Quickly to shuffle the round to form 1891, the correct answer!



How easy other ways can you find to do the same task. Remember you can use any four digits that you like, but they must be placed in each circle in the multiplication sign and an index such as meaning a "1" to make a "1891".

Please enclose answers on separate sheet of paper (attach to the puzzle).

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# THE ACE PRIZE CROSSWORD 17

Set by Mags

The ACE Crossword is a special. The answer may be an acronym, or it may involve words that are related to the key words of words, or simply be a clue that does. Most but not all words of the answers are provided below.



Send your solution to: **Prize Comment 18, 603, 90 St. Augustine Ave., London SE18 2JG**  
Closing date: September 3rd '89

### ACROSS

1. For American Bats One game (6)
2. Packed the best of you (6)
3. Start - Movement to which game (2)
4. South word (2)
5. Aspects to cartoon club (6)
6. To have in (2)
7. Best in a game from (2)
8. CA member who got in from a conference (2)
9. Double word for field's (2)
10. See last performing a game from Origin (2)

### DOWN

1. Doing well in a (2)
2. It's a game from (2)
3. It's a game from (2)
4. A game from (2)
5. Game in a (2)
6. Play of the (2)
7. Play of the (2)
8. Play of the (2)
9. Play of the (2)
10. Play of the (2)
11. Play of the (2)
12. Play of the (2)
13. Play of the (2)
14. Play of the (2)
15. Play of the (2)
16. Play of the (2)
17. Play of the (2)
18. Play of the (2)

### ON NO, IT'S THE LIST!

Look to eight words!

1. Start of a game
2. Start of a game
3. Start of a game
4. Start of a game
5. Start of a game
6. Start of a game
7. Start of a game
8. Start of a game
9. Start of a game
10. Start of a game
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15. Start of a game
16. Start of a game
17. Start of a game
18. Start of a game

Send your solution to: **Prize Comment 18, 603, 90 St. Augustine Ave., London SE18 2JG**

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ACROSS	DOWN
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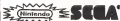
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